Teacher, Administrator,
Counselor Programs

◆

Tutorial Quiz Master™

for
🍎 Apple II®, 48K
Computer Systems
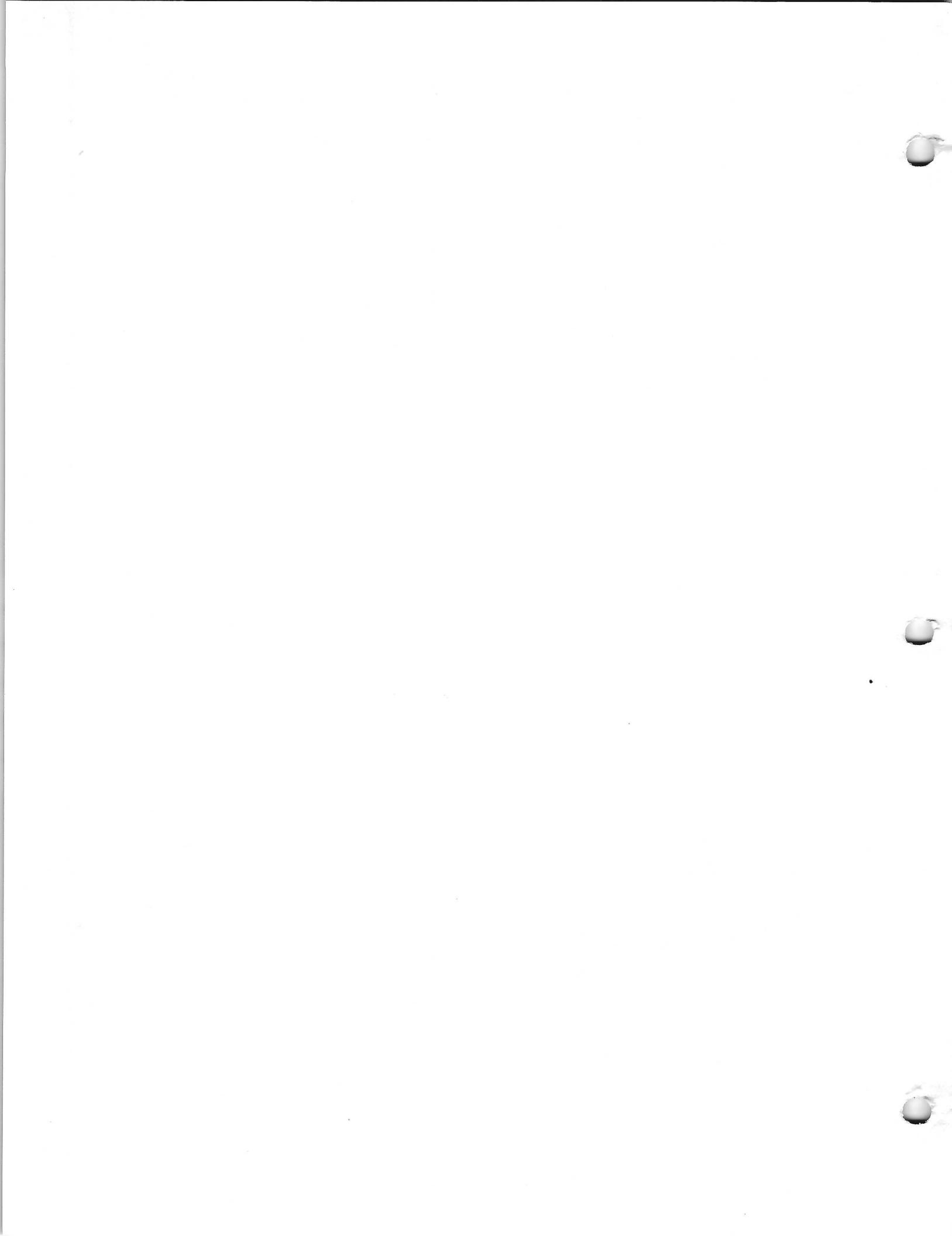
MICROCOMPUTER COURSEWARE

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Overview

Tutorial Quiz Master enables teachers without programming experience to create computerized tests and lessons (tutorials) from their own instructional content. The teacher not only decides what content is used in these lessons and tests, but the format as well.

The parameters of the lesson which the teacher can manipulate include:
1. Placement of information or tutorial screens.
2. Answer format: short-answer, true/false, multiple-choice.
3. Hints given upon request or after incorrect answers.
4. Percentage reduction for receiving hints.
5. The number of attempts a student may make when answering questions.
6. The percentage reduction for each incorrect attempt when answering questions.
7. Standardized reward messages given for correct answers.
8. Reinforcement reentry of answers.

Tutorial Quiz Master also includes recordkeeping. When students use the lesson, their scores are recorded on the disk. The teacher can obtain a printed report of the students' achievement. The report gives a detailed accounting of each question on the test, as well as total percentage scores.

The report is valuable for evaluating the test itself as well as student achievement. It tells how many attempts were made for each question, how many hints were requested for each question, and whether the question was counted as correct.

The program allows the teacher to edit existing tests for use with a different group of students or in retesting the same students. This permits the teacher to make adjustments to the test such as changing distractor answers for greater testing validity. Questions can be added or deleted as necessary.

Tutorial Quiz Master also has a form of answer judging. When questions use the short-answer format, the answer must be spelled exactly as the teacher entered the answer. If the student has the correct idea, but has misspelled the word, the screen shows the letters that were in the correct position.

Although the teacher must use a two-drive system to create the lessons, the students need only a one-drive system for the testing. The Lesson Disks are self-booting (begin automatically) and the recordkeeping is on the Lesson Disk. The students (and teacher) do not have to know any computer commands. This makes the program ideal for use at any age level.

Many **Apple**® programs use only upper-case letters, but **Tutorial Quiz Master** has the capability for lower-case letters as well as upper-case letters. This allows you to judge capitalization as well as spelling.

The Lesson Disk can be backed up (copied). This allows several students to work the lesson simultaneously at different computers. Because the student lesson runs independently of the Program Disk, the teacher doesn't have to worry about the security or integrity of the lesson or of the recordkeeping.

Helpful Hints

The Program Disk can be backed up only once. The Lesson Disks may be backed up as often as you want. It is suggested that you make backup copies immediately and store the original disks in a safe place. Disks should not be exposed to dust, static electricity, or magnetic fields. Magnetic fields are generated by televisions, stereos, or almost anything with a running motor.

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To make a backup of the Program Disk, refer to the **Random House Backup Procedures Chart**. To make a backup of the Demonstration Lesson Disk or any Lesson Disks you create, refer to the section **Backup Student Disk** in the **Mini Manual** or in the **Demonstration Program** section of this manual.

Do not use **RETURN** as you use a carriage return on a typewriter. **RETURN** signals the computer that you are finished with whatever your last instruction was. When you enter content in the lesson, use the right **ARROW** key to move to the next line down. To move quickly with the right **ARROW**, use the **REPT** key simultaneously with the right **ARROW** key.

To correct typographical errors, use the left **ARROW** key to move to the error and type over it. You can use the **REPT** key with the right or left **ARROW** key to move more rapidly.

To capitalize letters in this program, use the **ESC** key. Simply press the **ESC** key and the next letter you type will be in upper-case. (The **SHIFT** key on the **Apple**® is only for typing the symbols that appear above the numerals on the keyboard.)

Outline your parameters before you write your test. Do you want to give hints? Do you want the student to ask for the hint, or do you want to present the hint after an incorrect answer is given? Do you want to penalize the student for requesting a hint? Use the printed form in the **Appendix** to determine what your parameters will be.

If you decide to use short answers, think about all the possible answers that a student might use. If there is more than one good choice, you should use a multiple-choice format instead. Short answers must be answered letter for letter as they were originally entered, so it is best to use one word short answers. The students CANNOT type more than one line in this program, so do not exceed one line for short answers.

Menus are the doorways to different parts of the program. When making choices on a menu, use the **ARROW** keys to move the selector arrow to your choice, then press **RETURN**.

Demonstration Program

If you are comfortable using computers, you may skip the demonstration and use the **Mini Manual** as a reference guide. To create your own lesson, use the following steps:
1. Create New Disk
2. Set Lesson Parameters
3. Enter Lesson Content
4. Review a Lesson
5. Print Reports

For this demonstration, we will:
1. request reports and discuss the contents of each report;
2. work a sample lesson;
2. create a new lesson; and
4. edit a test question.

Insert the Program Disk in Drive 1 and the Demonstration Lesson Disk in Drive 2 and turn on the computer. If this is the first time you have used the disk, the program gives you the opportunity to make a

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backup of the disk. (Refer to the **Random House Backup Procedures Chart**.) If you are not prepared to make a backup at this time, answer **No**. The **Title Frame** appears:
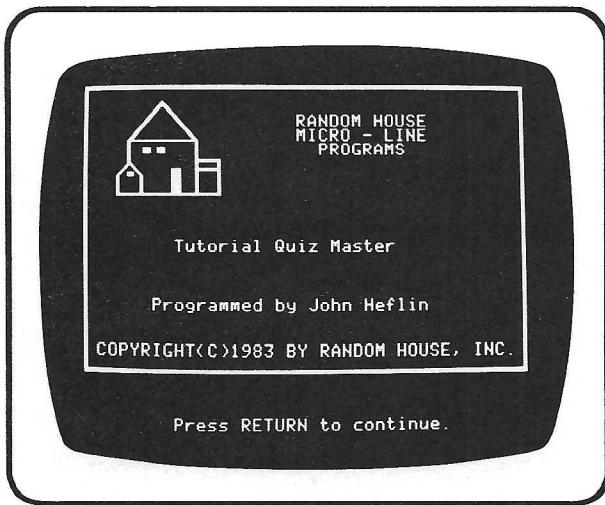
Press **RETURN**. The **Main Menu** appears:
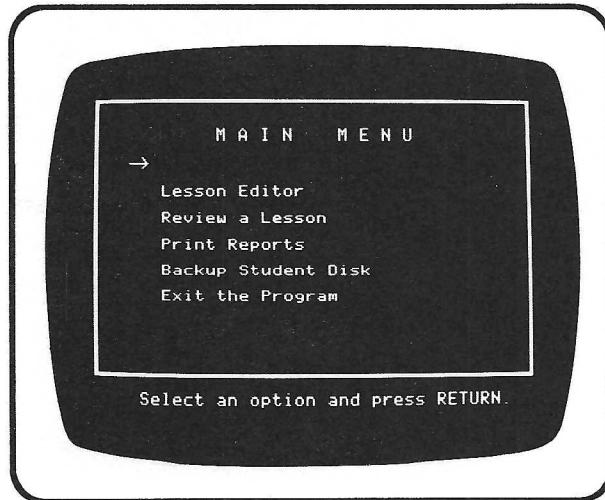
The **Main Menu** is the doorway to four sections of the program. The first option, **Lesson Editor**, is the part of the program that creates the lesson for the students. This includes the ability to format a blank disk, to set lesson parameters, and/or to enter lesson content.

The second option, **Review a Lesson**, allows you to see the lesson just as the student will see it. It's a good idea to take the test yourself after you create it. Then if you are not content with the format, you can make changes to the lesson.

The third option, **Print Reports** , enables you to print three types of reports: (1) the parameters of the lesson; (2) the entire lesson, including questions, answers, hints, and correction messages; and (3) the student performance report which gives a detailed report for each student who has taken the test. The student performance report includes a record of the number of attempts for each question, the number of hints for each question, and the scoring for the lesson. The **Print Reports** option also enables you to erase student records after you have reviewed the student performance reports.

The fourth option, **Backup Student Disk**, allows you to make multiple copies of the lessons you create. If you have access to several computers, this allows several students to take a test at once. (Remember, however, that the student scores will be recorded on the disk that the student actually uses, so you may have to print reports from each disk.) Also, this option is a good safety precaution for the work that you invest. If a disk is accidentally destroyed, you can use your backup copy.

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Backup Student Disk

Before you make any changes to the Demonstration Lesson Disk, try the option **Backup Student Disk**. This will make a backup copy of the Demonstration Lesson Disk so that you will still have the original disk for others to use.

Select the option **Backup Student Disk** by using the **ARROW** keys to move the selector to the option, then press **RETURN**. The following screen appears:

```
            BACKUP STUDENT DISK


    ORIGINAL  SLOT: 6
              DRIVE: 1
    DUPLICATE SLOT: 6
              DRIVE: 2



       INSERT THE LESSON DISK IN DRIVE 1
       AND A BLANK DISK IN DRIVE 2.

       PRESS 'RETURN' KEY TO BEGIN COPY
```
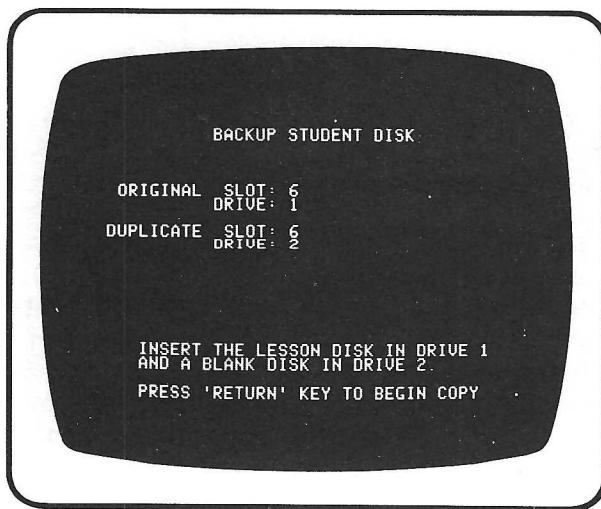
Remove the Program Disk from Drive 1, insert the Demonstration Lesson Disk in Drive 1, and insert a blank disk in Drive 2. (If you don't have a blank disk handy, you may use the Lesson Disk. It is a disk that you will create later in the demonstration.) When the disks are in place, press **RETURN**. Do not interrupt this process.

Note: *If you have the wrong disk in the disk drive or have left a drive door open, the program will ask you if you wish to make another copy. Correct the problem, answer **Yes**, and continue.*

When the process is complete, the program asks **Do you wish to make another copy?**. Remove the Demonstration Lesson Disk from Drive 1, insert the Program Disk in Drive 1, answer **No**, and press **RETURN**. The **Title** Frame appears again. Press **RETURN** to go to the **Main Menu**.

Print Reports

Select the option **Print Reports** by using the **ARROW** keys to move the selector arrow to the option. Press **RETURN** and the following screen appears:

```
            PRINT REPORTS

      PLACE LESSON DISK IN DRIVE 2.

    →
          Continue
          Return to Main Menu



        Select an option and press RETURN.
```
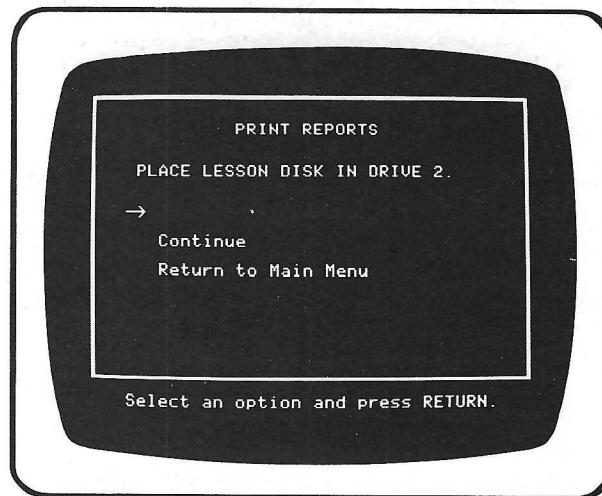
This is a reminder to have a Lesson Disk in Drive 2. For now, the Demonstration Lesson Disk should be in Drive 2. Move the selector arrow to **Continue** by using the right or left **ARROW** key, then press **RETURN**. The following screen appears:

```
                TURN PRINTER ON.



          Press RETURN to continue.
```
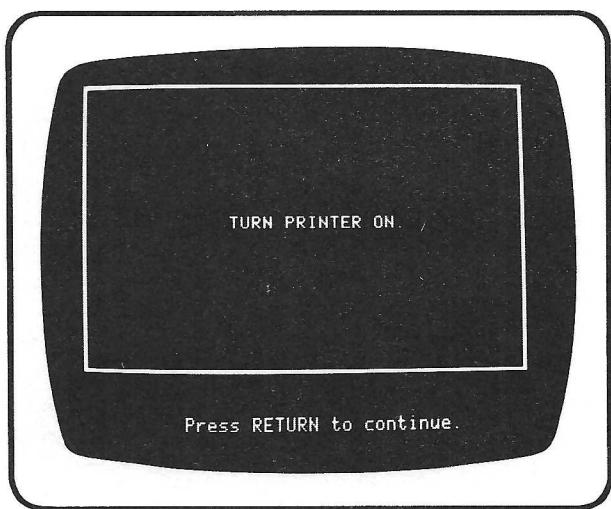
Be sure the computer is connected to a printer and turn the printer on. (If you do not have a printer, you can view the information on the screen.) Press **RETURN** and the next screen appears:

```
            PRINT REPORTS MENU

    →
        Print Lesson
        Print Lesson Parameters
        Print Student Performance Report
        Erase Student Scores
        Return to Main Menu

    Select an option and press RETURN.
```
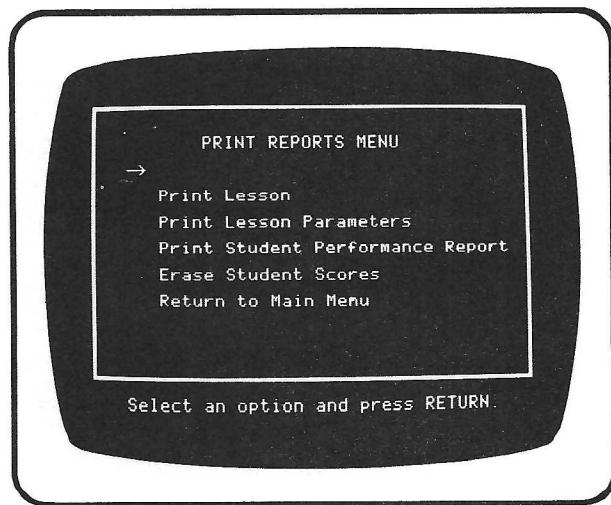
This menu allows you to see the entire lesson, the lesson parameters, and/or the student performance report. This menu also allows you to erase student scores to make room for additional students.

Print Lesson Parameters

Select **Print Lesson Parameters** and press **RETURN**. The following screen appears:

```
                PRINT REPORTS

    →
        Print to Screen
        Print to Printer




    Select an option and press RETURN.
```
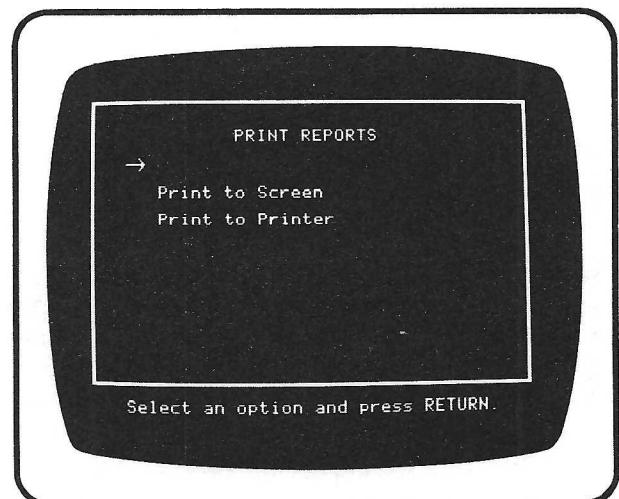
Select **Print to Printer** (if you have a printer) and press **RETURN**. The report prints out. (A copy of the report is included in the **Appendix**.) Each of the lines of the report are discussed below.

Lesson Name

The lesson name appears at the beginning of the lesson so the student knows that (s)he has the correct disk. (This lesson will be on U.S. Presidents.)

Author's Name

If you share your computers in a resource center, this assures that you are editing the correct disk.

Date

This shows when the disk was updated last.

Number of Wrong Answers Allowed

This parameter is the number of attempts that a student will be allowed before moving on to the next question. If this is set at one, the student is not allowed a second attempt to answer the question. If this parameter is set at **2**, the student is allowed two attempts to answer the question, etc.

If this parameter is set at half the number of answers, the student will receive one opportunity to answer short-answer questions and multiple-choice questions with two multiple choices, two opportunities for questions with 3 or 4 choices, three opportunities for questions with 5 or 6 choices, etc. (On this Demonstration Disk, this parameter is set at a standard number of attempts, with 2 opportunities.)

Note: *This parameter can be overridden by the hints option. Read the* **Note** *in the subsequent section,* **When Will Hints Appear?**.

Entry of Correct Answer Required

If this parameter is set at **YES**, the student must correctly type the answer (after being shown the correct answer) before the program continues to the next question. This parameter applies only to short-answer questions.

If it is set at **NO**, the program goes on to the next question after showing the student the correct answer. (On this Demonstration Disk, this parameter is set at **YES**.)

When Will Hints Appear?

If the teacher includes hints in the lesson, the hints may appear in one of two ways. If the teacher selects **Upon Request**, the student may type a question mark (**?**) when the program is waiting for an answer, and a hint will appear. When there are no hints, the student is told **No more hints**. (The student will not be penalized if there is no hint to request.)

If the teacher selects **After Wrong Answer**, the program will present the hint after the student makes an incorrect response to a question. (The parameter for the Demonstration Disk is set at **Upon Request**.)

Note: *For especially difficult questions, you may override the standard number of attempts by including more hints than there are attempts and by setting this parameter at* **After Wrong Answer**.

Penalty Factor — Hint

You may penalize the student by a percentage of the points for that question for receiving hints. For example, if you have selected that the student receive hints **Upon Request**, you might want to penalize the student for half the value of the question for seeing a hint.

On the other hand, if you have chosen to show the hint **After Wrong Answer**, it might be unfair to penalize the student for a hint that comes up automatically. In that case, you might set this value to

0 percent. This will prevent the student from being penalized for the hint. The penalty factor can be set between 0 and 100 percent. (The Demonstration Disk has this parameter set at **25** percent.)

Penalty Factor — Wrong Answer

If you have set the **Number of Wrong Answers Allowed** to a number greater than one, you might want to give the student partial credit for correctly answering a question on a second attempt. When the **Penalty Factor — Wrong Answer** is set at 100 percent, and the first attempt by the student is incorrect, the student is given no credit for the question.

If you want to give the student two additional opportunities to answer the question, you might penalize the student by 50 percent. Then, if the student answered correctly on the second attempt, (s)he would receive 50 percent of the points for that question, and if (s)he answered correctly on the third attempt, (s)he would receive 25 percent of the points for the problem (half of the remaining 50 percent). (The Demonstration Lesson Disk is set for **50** percent as the penalty for a wrong answer.)

Reward Message

These reward messages are pre-programmed, congratulatory messages such as Super!, Good Work!, etc. These are randomly presented after any correct answer. If the teacher wants these messages to appear after correct answers, (s)he sets this parameter to **YES**. Setting this parameter to **NO** stops the reward messages from appearing. (The Demonstration Disk is set at **YES**.)

In short, the demonstration lesson parameters mean:

1. The student may have two opportunities to answer the question.
2. The student must retype the correct answer before continuing the lesson.
3. The student may request hints as necessary.
4. The student will be penalized 25% for each hint.
5. The student will be penalized 50% for each incorrect answer.
6. The pre-programmed reward messages will be used after all correct answers.

Press **RETURN** after the parameters are printed and the screen returns to the **Print Reports Menu**.

Print Lesson

To look at the lesson itself, select the option **Print Lesson** and press **RETURN**. Again, the screen asks whether you want it printed to screen or printer. This time, you will use the screen. (If you want to refer to the printed lesson for the discussion in the following paragraphs, you may refer to the copy included in the **Appendix**.)

Before you select **Print to Screen**, you need to know how to control the screen. The lesson will scroll up the screen (just like television credits) until you press the **CRTL** key and the **S** key simultaneously. Just touch any key to restart the scrolling process.

Note: *If you don't want to wait for the entire report to be displayed, press the **SHIFT** key and the asterisk (*) simultaneously. The report ends and the program returns to the **Print Reports Menu**.*

Now, select **Print to Screen** and press **RETURN**. The parameters are also displayed first. Press **RETURN** after viewing the parameters, and the performance report begins to scroll. Try stopping the screen and restarting it.

The main body of the lesson content is divided into four major areas: questions, answers, hints, and correction messages.

Questions refer to all literal questions and to any frames that present only tutorial information. Notice that Question 1 is not really a question, but a tutorial screen. (There are no answers, hints, or correction messages attached.) Question 2 is a short-answer type of question. It has only one answer listed below it. Question 3 is a multiple-choice type of question.

The answers for each question are numbered in the order in which they appear. The words **Correct** and **Incorrect** appear beside the answers, designating which answer is the correct answer to the question.

The hints are also listed in the order in which they appear for each question. Notice that the last question has no hints.

The correction message is shown only when a student misses a question on all attempts. This is an option that the teacher can use to tell the correct answer and possible reasons why the student missed the question.

Print Student Performance Report

Press **RETURN** when the report is finished. The program returns to the **Print Reports Menu**. Next, let's look at the student performance report. Select the option **Print Student Performance Report** and

press **RETURN**. Once again, the screen gives you the option of viewing the report on the screen or printer. (A copy of the printed report is included in the **Appendix**. If you choose to view this on the screen, remember to use **CRTL S** to stop the scrolling.)

The report gives the lesson name, the student's name, and the student's password. When a student uses a lesson, (s)he may use an optional password. (This is for your convenience if students from other classes will be using the same disk.)

Each question is listed separately. The first column refers to the question number. (In this case, the question number refers to the literal sequence of questions in the lesson and not necessarily the frame on which it occurs.) The second column, **Correct Answers**, tells whether the student was given credit for correctly answering the question, regardless of the number of attempts. The third column, **Number of Wrong Tries**, tells how many additional attempts were required before the student either correctly answered the question or moved to the next question. (Zero means that the student answered the question correctly the first time it was presented.) The fourth column, **Hints Requested**, tells how many hints the student received for each question.

After the tabulation of all questions, the total number of correct answers and the percentage score are given. If the student did not complete the test, these scores are not given and the message **Student Did Not Complete Test** appears.

The first student in this example, Susan Anderson, missed the first question on the first attempt. (She forgot to use capital letters in his name.) Since she saw by the answer judging that this was the case, she did not ask for a hint and she correctly answered the question on the second attempt. Therefore, Question 1 shows that she received credit for the answer,

she had 1 wrong attempt, and she did not request a hint. In the final analysis, she will be given 50% of the value of this question.

On the second problem, Susan did not know what the word *assassinate* means, so she requested a hint (hoping that the hint would explain the question). Sure enough, the first hint explained that the word *assassinate* indicates that someone has been murdered. The value of the question fell to 75% of its original value, but she knew that Garfield was the President that had been assassinated. Therefore, the report shows that on Question 2, she received credit for the answer, she had 0 wrong attempts (she got it on the first presentation), and she requested one hint. The 75% will be averaged in the final score.

On the third problem, there were no hints given by the teacher. Susan requested hints, but since there were no hints to receive, this will not be shown against her score. She had no idea what the answer was and missed it on all attempts. The report shows that the answer was not correct, that she failed on both attempts, and that she did not receive any hints. She receives no points for this question.

The final tally shows that Susan was credited with two correct answers and that her final score was 41.6 percent (50% plus 75% plus 0% divided by three questions).

The second student on the report, Jeff Jackson, did not complete the test. If the student is unable to complete a test and removes the disks from the computer before reaching the **Score** Frame, the report shows that the student did not complete the test, and it does not give a final percentage score. It does, however, record the work that the student did before removing the disks.

Erase Student Scores

The disk is capable of holding approximately 100 student scores. To insure that you never run out of space for the scores, you should occasionally get a printed copy of the scores and then select the option **Erase Student Scores** from the **Print Reports Menu**.

When you select this option, the following screen appears:


```
        PRINT REPORTS MENU

        Are you sure?
      →
             YES
             NO
```
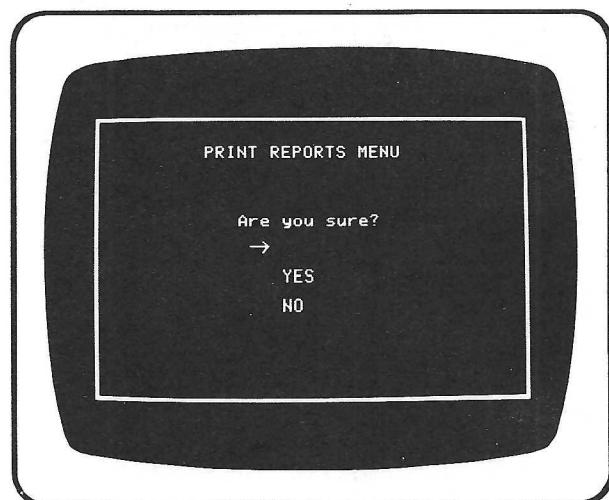
If you are sure that you want to erase all student scores from this disk, answer **Yes**. (Make sure you get a printed copy before you erase the scores.) After the scores are deleted, the program returns to the **Print Reports Menu**.

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Review a Lesson

To view the lesson that Susan took, press **RETURN** when the report is complete. The program returns to the **Print Reports Menu**. Select **Return to Main Menu**. Next, select **Review a Lesson**. The following screen appears:

```
            REVIEW A LESSON
    INSERT THE LESSON DISK IN DRIVE 1.



→
    Continue
    Return to Main Menu


    Select an option and press RETURN.
```
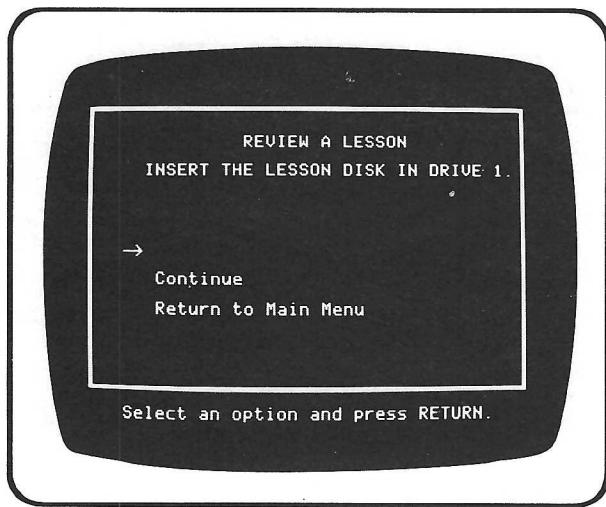
Remove the Program Disk from Drive 1 and insert the Demonstration Lesson Disk (currently in Drive 2) in Drive 1. Move the selector to **Continue** and press **RETURN**. The **Name** Frame appears:

```
        U.S. Presidents

    Type your name and press RETURN.
```
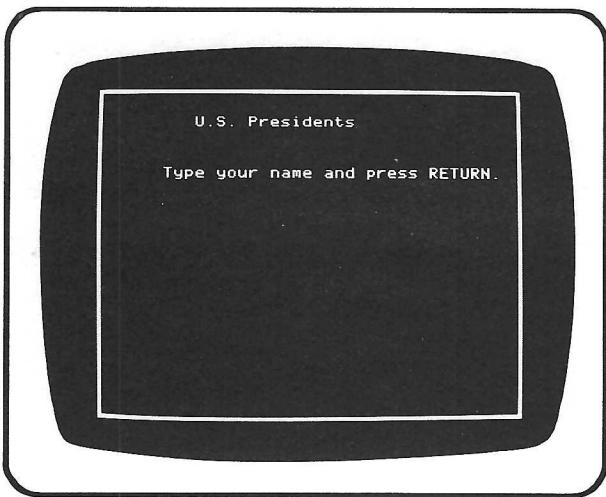
Type your name and press **RETURN**. The program requests a password:

```
        U.S. Presidents


    Type your name and press RETURN.
    Susan Anderson

    Type your password and
    press RETURN.
```
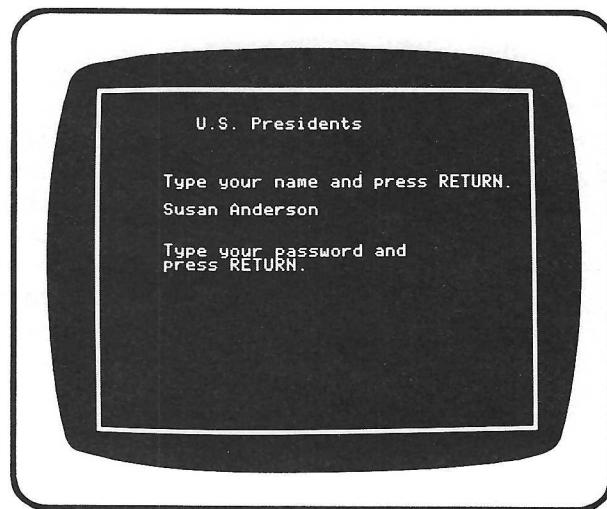
The password is an optional feature. If you have several classes sharing this disk, you may want to have the students use passwords so that you can readily spot your students in the performance reports. When the students type a password, it appears as

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percent signs on the screen. For this demonstration, press **RETURN** without typing a password. The program presents the following **Instruction** Frames:

```
        U.S. Presidents

Type short answers below the
question.  If you make a mistake,
use the left ARROW key to move back
to the mistake, then type over the
mistake.  Use the ESC key to
capitalize letters when necessary.
Check your spelling BEFORE you press
RETURN.

       Press RETURN to continue.
```

```
        U.S. Presidents

Multiple choice answers and true/
false answers are rotated by using
the ARROW keys.  When the correct
answer is at the top of the list,
press RETURN.




       Press RETURN to continue.
```

```
        U.S. Presidents

If your teacher has included hints,
you can ask to see them when the
program is waiting for your answer.
Type a question mark (use the SHIFT
key) and press RETURN.  If there are
no hints for that question, the
message 'NO MORE HINTS' appears.


       Press RETURN to continue.
```

Press **RETURN** as instructed to advance to the next frame. The first screen of the actual test is a tutorial (or information) screen. These screens can be placed at any point in the lesson. You may use as many screens as necessary between actual questions. If you refer to the printed copy of the lesson in the **Appendix**, you will see that this is called Question 001 even though it is not asking for a response from the student:

```
This test has hints for you to
request.  This is a pretest on
U.S. Presidents.
_____






        Press RETURN to continue.
```

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Press **RETURN**. The first question appears:

```
Who was the first President of the
United States?
___


Type your answer and press RETURN.
```
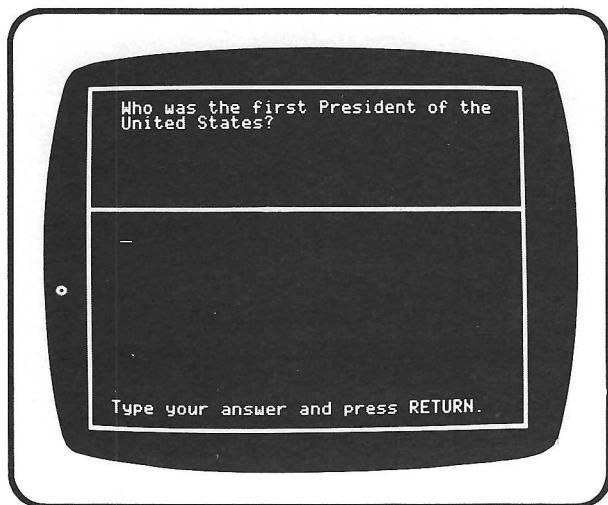
There are hints available on this question. To see a hint, type a question mark (**?**) and press **RETURN**. The hint appears:

```
Who was the first President of the
United States?

?

We celebrate his birthday with a
holiday on the third Monday of
February.


Press RETURN to continue.
```
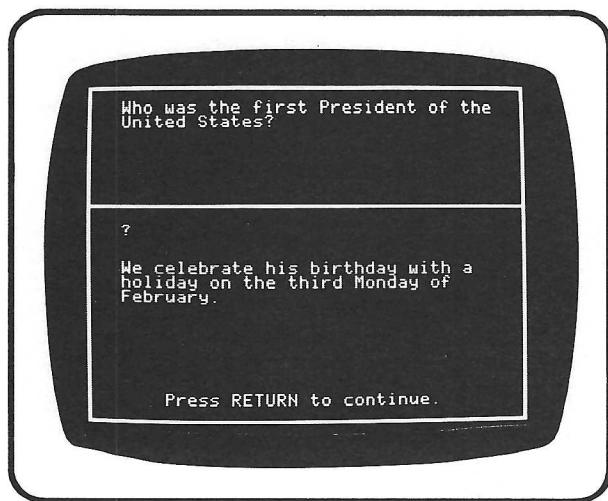
Press **RETURN** after you have read the hint and the program is ready to receive your answer. You should miss this question so that you can see the answer-judging feature on short-answer questions. Type **george washington** using all lower-case letters:

```
Who was the first President of the
United States?


george washington
_eorge _ashington
Try again.


Type your answer and press RETURN.
```
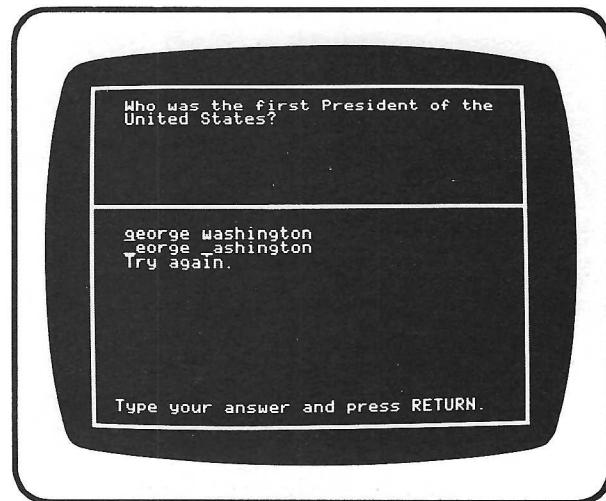
The program shows which letters were in the correct place. If you type the name without using capital letters (remember the **ESC** key?), it shows blanks where the capital letters belong and shows the correct letters that were typed in the correct place.

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If you miss the answer the second time, the program shows you the correction message that the teacher has included:

```
Who was the first President of the
United States?
_____
george washington
_eorge _ashington
George Washington was our first
President.  Did you have trouble
spelling his name?



         Press RETURN to continue.
```
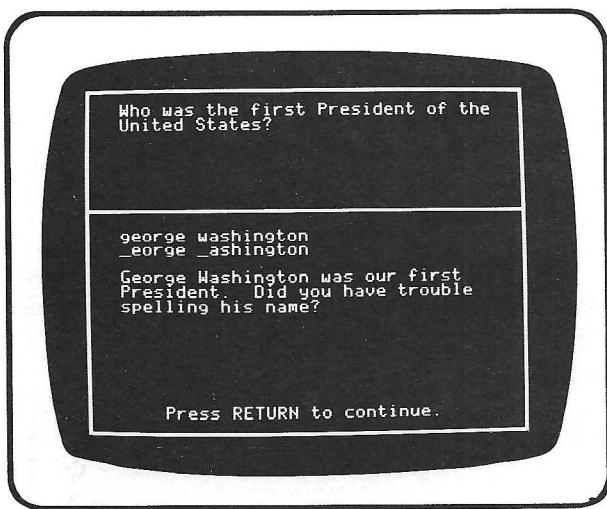
Press **RETURN**. The program then shows the correct answer and instructs the student to type the correct answer as shown:

```
Who was the first President of the
United States?
_____
Correct answer:
George Washington
Please type this in.
```
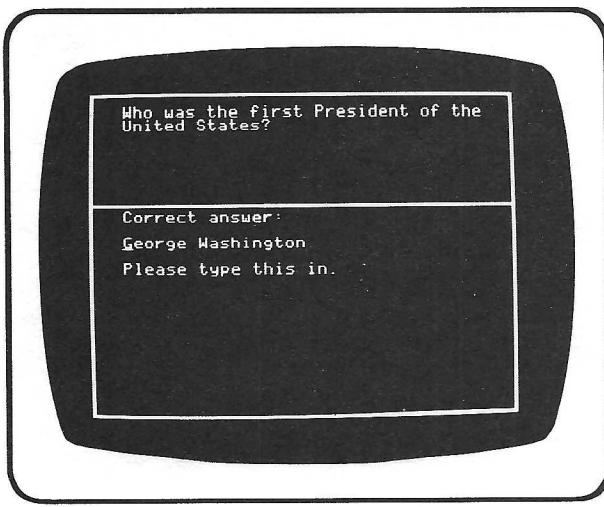
This feature is the result of the parameter **Entry of Correct Answer Required** being set at **Yes**. Type **George Washington** and press **RETURN**. The program advances to the next question:

```
Which of the following Presidents
was assassinated?
_____
 ▪                                      ▪
  Jefferson

  Garfield

  Harrison

  Cleveland


Move answer to the top, press RETURN.
```
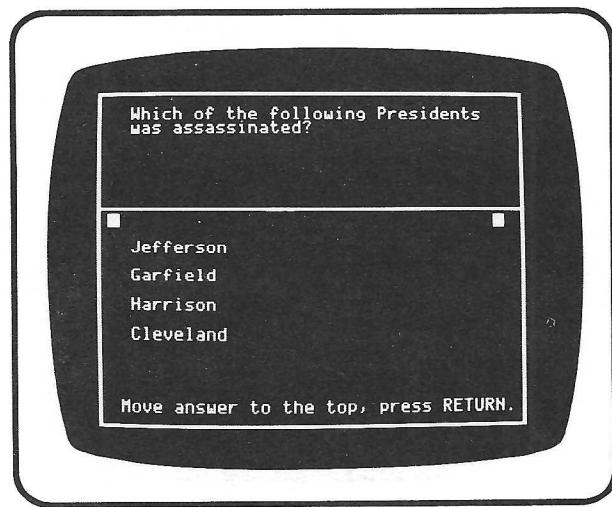
To answer a multiple-choice question, use the **ARROW** keys to rotate the correct answer to the top of the list. When the correct answer is at the top of the

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list, press **RETURN**. The answer to this question is **Garfield**. Select **Garfield** and the following screen appears:

```
Which of the following Presidents
was assassinated?



Good work!



     Press RETURN to continue.
```
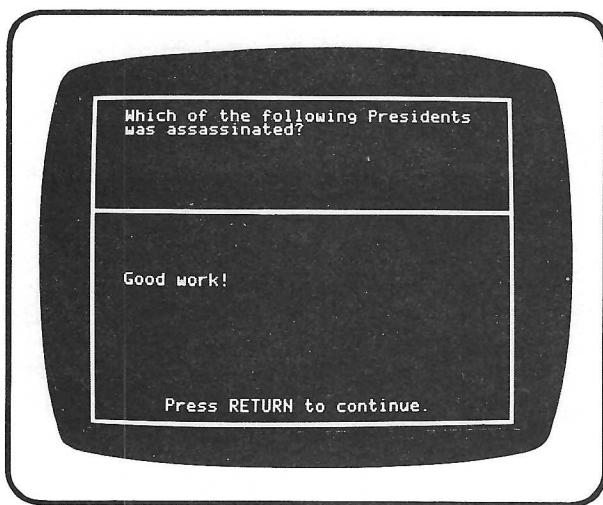
The program gives a randomly generated reward message because the teacher set this parameter to **Yes**. Press **RETURN** after the reward message and the program advances to the next question:

```
Read the four paragraphs below.
One is false.  Choose the para-
graph that is NOT true.



William Harding's term in office
was a tragic one.  The Teapot Dome
oil scandal involved two of his
Cabinet members.  His death is
still a mystery.  Some people
think he was murdered by his wife
and his personal physician.

        << MORE ANSWERS >>
Move answer to the top, press RETURN.
```
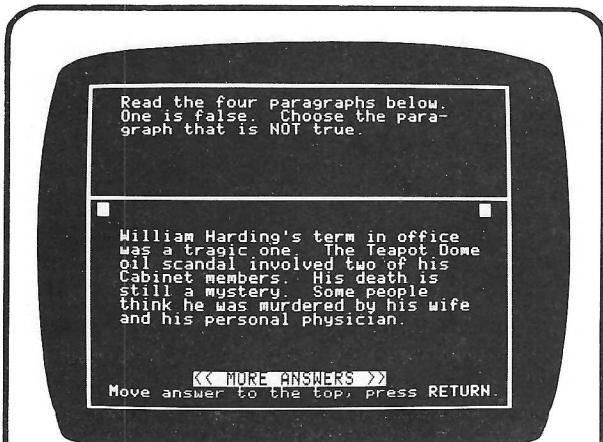
Notice that at the bottom of the screen is the message **More Answers**. There are four answers to this multiple-choice question. Because each answer is so long, the answers are shown one at a time on the screen. To choose the first paragraph, you move the paragraph up by pressing the **ARROW** key once. To choose the second paragraph, you would have to press the **ARROW** key twice. You may continue rotating the answers until the answer you want is on the screen. Then, press **RETURN**. (The correct answer is the third paragraph).

After you answer the question (and have gone through any hints, correction messages, or reward messages), the program advances to the **Score** Frame:

```
Your score is  66.6%



     Press RETURN to continue.
```
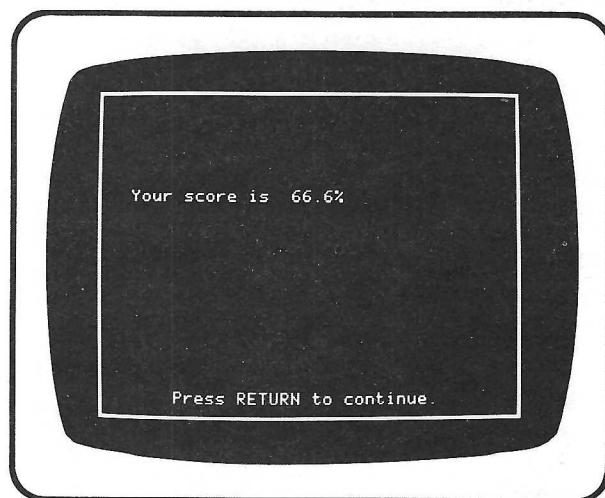
Press **RETURN**. The last frame of the test allows another student to begin the test after pressing **RETURN**. Otherwise, the student may remove the disks.

**Note:** *The student does not need to start with your Program Disk to use a lesson. Just insert the Lesson Disk in Drive 1 and turn on the computer. The Title Frame appears first. When the student presses* **RETURN**, *the Name Frame appears, just as it did in this session. No harm is done if the student removes the disk before the lesson is over, but (s)he will not be given a total score. However, warn your students not to remove a disk while the red disk-drive light is on, as this can destroy the disk.*

If you have time, experiment with the different possibilities. When you are ready to go on, remove the disk in Drive 1. Insert the Program Disk in Drive 1 and restart your computer. Press **RETURN** when the **Title** Frame appears, and the program returns to the **Main Menu**.

Lesson Editor

From the **Main Menu**, select **Lesson Editor** and press **RETURN**. The **Lesson Editor Menu** appears:


```
            LESSON EDITOR MENU

    →
        Create New Lesson Disk
        Set Lesson Parameters
        Enter Lesson Content
        Return to Main Menu



    Select an option and press RETURN.
```
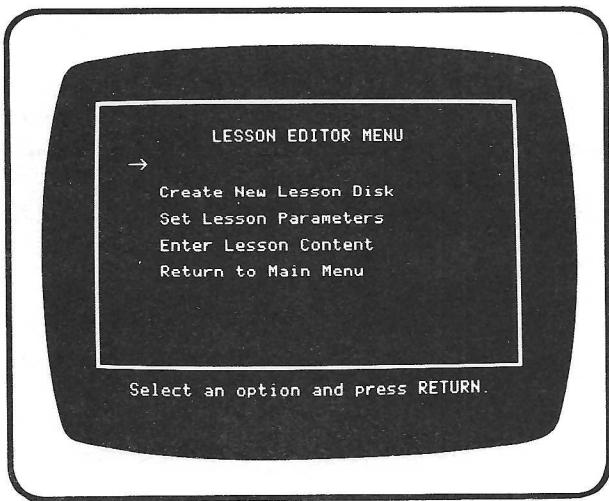
The **Lesson Editor Menu** has four options:
1. **Create New Lesson Disk** formats a blank disk so that you may write your own lesson. If you use a disk that has been used for something else, you will lose the data currently on that disk. Be sure that you will not need any information from a previously used disk.
2. **Set Lesson Parameters** sets the guidelines for the test, such as, whether the test will have hints, how questions will be scored, etc. When you create a new Lesson Disk, the program automatically goes to this section of the program. To change any parameter after you have written the lesson, just choose this option.
3. **Enter Lesson Content** allows you to actually write or edit the lesson with all your tutorial information, questions, answers, hints, and correction messages.
4. **Return to Main Menu** takes you back to the options for printed reports and reviewing a lesson.

Create New Lesson Disk

Select the option **Create New Lesson Disk** from the **Lesson Editor Menu**. The following frame appears:

```
         CREATE NEW LESSON DISK


   PLACE NEW LESSON DISK IN DRIVE 2.
     EVERYTHING CURRENTLY ON THIS
→    DISK WILL BE DESTROYED!!!

     Continue
     Return to Lesson Editor Menu


   Select an option and press RETURN.
```
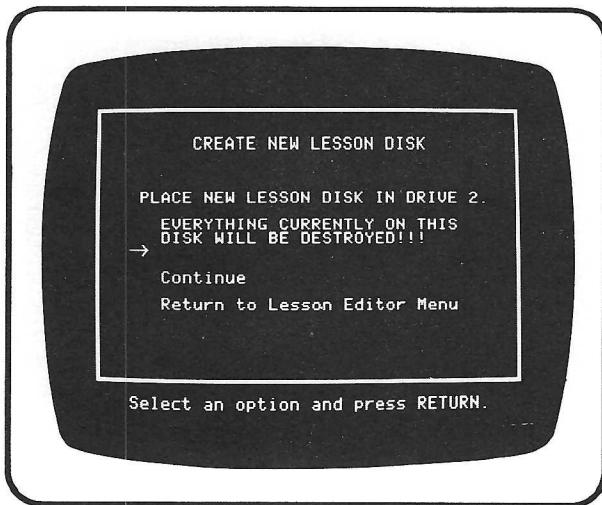
This warning appears to remind you that if you have a used disk in Drive 2, you will lose all data currently stored on that disk. Insert the disk labeled Lesson Disk in Drive 2 so that you can create a new lesson on this disk. (Do not use your Demonstration Lesson Disk, as someone else may need to go through this demonstration.) Move the selector arrow to **Continue** and press **RETURN**. The program will begin formatting the disk. Do not interrupt this process.

Set Lesson Parameters

When the formatting is complete, the option **Set Lesson Parameters** appears:

```
            LESSON PARAMETERS

   LESSON NAME:
   AUTHOR'S NAME:_____
   DATE: 00/00/00
   NUMBER OF ATTEMPTS: 0
   CORRECT ANSWER REQUIRED: yes
   HINT MODE: Upon request
   PENALTY - HINT: 50 %
   PENALTY - INCORRECT ANSWER: 100 %
   REWARD MESSAGE: yes

      Enter: Lesson Name
      _____
```
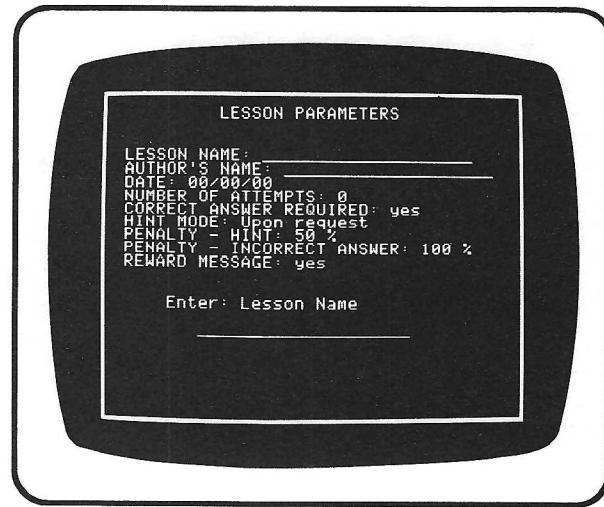
Note: *Be sure to complete this section, **Set Lesson Parameters**, when you create a new disk. You can change these parameters later by choosing **Set Lesson Parameters** from the **Lesson Editor Menu**.*

Type a title for the test. (We have included sample entries for this demonstration, but you may use your own.) Type **State Capitals**. Remember, the **ESC** key capitalizes letters. If you make an error, you can

use the left **ARROW** key to move back to the error and retype the entry. After you type the title, press **RETURN**. The following frame appears:

```
            LESSON PARAMETERS

LESSON NAME: State Capitals_____
AUTHOR'S NAME: _____
DATE: 00/00/00
NUMBER OF ATTEMPTS: 0
CORRECT ANSWER REQUIRED: yes
HINT MODE: Upon request
PENALTY - HINT: 50 %
PENALTY - INCORRECT ANSWER: 100 %
REWARD MESSAGE: yes


      Enter Author's Name

      _____
```
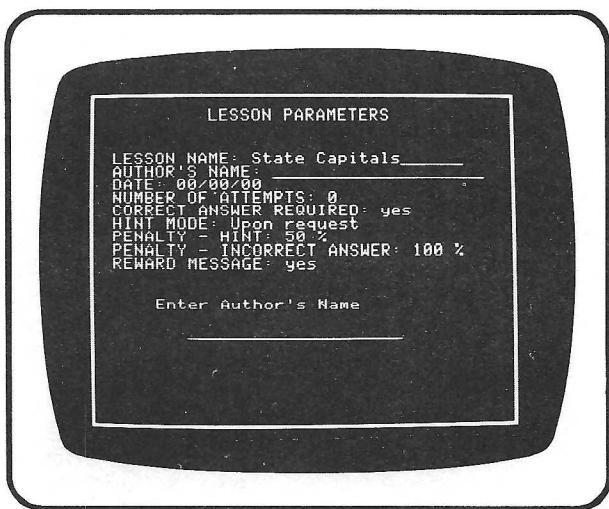
Next, for the author's name, type your own name and press **RETURN**. The following frame appears:

```
            LESSON PARAMETERS

LESSON NAME: State Capitals_____
AUTHOR'S NAME: Janice Edwards_____
DATE: 00/00/00
NUMBER OF ATTEMPTS: 0
CORRECT ANSWER REQUIRED: yes
HINT MODE: Upon request
PENALTY - HINT: 50 %
PENALTY - INCORRECT ANSWER: 100 %
REWARD MESSAGE: yes


      Enter Date
          00/00/00
          MM/DD/YY
```
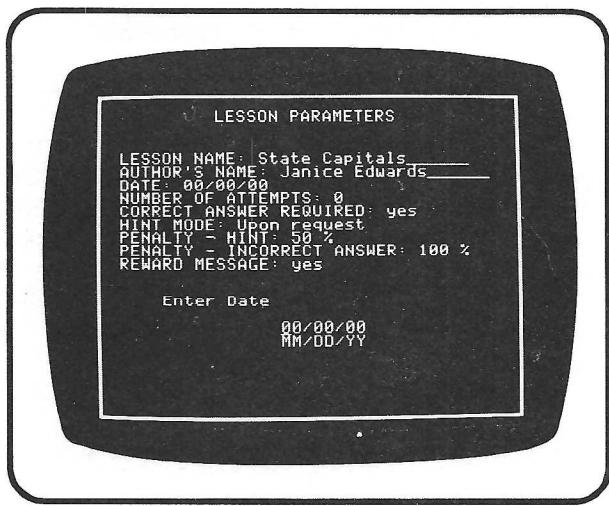
Type today's date in the format shown and press **RETURN**. The following frame appears:

```
            LESSON PARAMETERS

LESSON NAME: State Capitals_____
AUTHOR'S NAME: Janice Edwards_____
DATE: 02/16/83
NUMBER OF ATTEMPTS: 0
CORRECT ANSWER REQUIRED: yes
HINT MODE: Upon request
PENALTY - HINT: 50 %
PENALTY - INCORRECT ANSWER: 100 %
REWARD MESSAGE: yes

     Number of wrong answers allowed:
→
     Standard number of attempts
     Half the number of answers

  Select an option and press RETURN
```
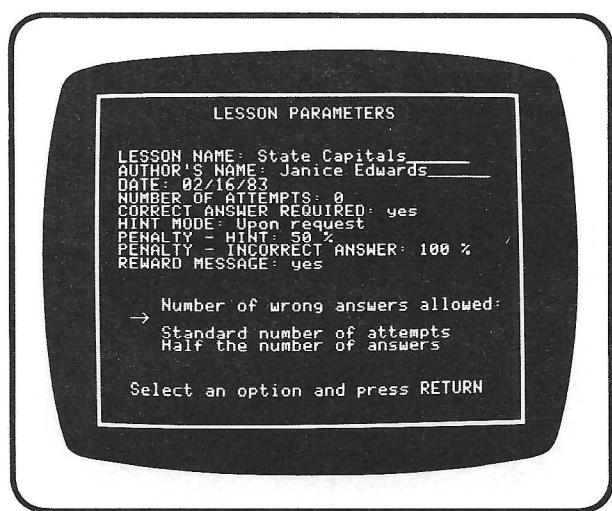
You can choose half the number of answers or a standard number of attempts. If you select half the number of answers, the program determines the number of attempts for a question as follows:

1.	short answers	1 attempt
2.	multiple-choice 2 answers	1 attempt
3.	multiple-choice 3-4 answers	2 attempts
4.	multiple-choice 5-6 answers	3 attempts

If you select the standard number of attempts, the program asks how many attempts the student may make. Type a number between 1 and 9 and press **RETURN**. The following screen appears:

```
              LESSON PARAMETERS

LESSON NAME: State Capitals_____
AUTHOR'S NAME: Janice Edwards_____
DATE: 02/16/83
NUMBER OF ATTEMPTS: 1
CORRECT ANSWER REQUIRED: yes
HINT MODE: Upon request
PENALTY - HINT: 50 %
PENALTY - INCORRECT ANSWER: 100 %
REWARD MESSAGE: yes


     Entry of correct answer required?
  →
     Yes
     No


  Select an option and press RETURN
```
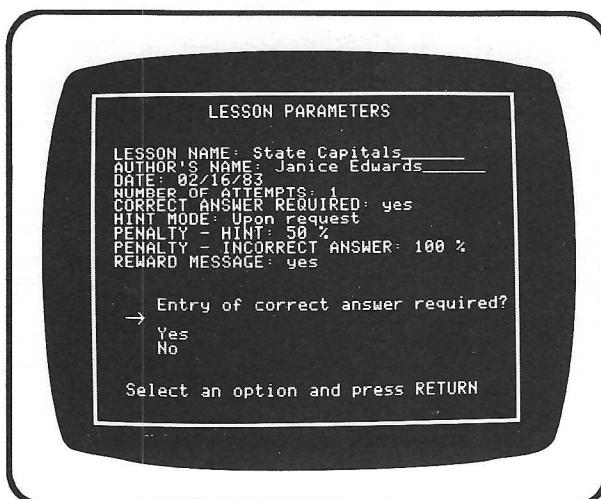
This section allows you to force students to correctly type short answers before allowing them to see the next question. If you select **Yes**, the student must retype the correct answer (short answers only) before continuing. Choose **Yes** or **No** and press **RETURN**. The program then presents:

```
              LESSON PARAMETERS

LESSON NAME: State Capitals_____
AUTHOR'S NAME: Janice Edwards_____
DATE: 02/16/83
NUMBER OF ATTEMPTS: 1
CORRECT ANSWER REQUIRED: no
HINT MODE: Upon request
PENALTY - HINT: 50 %
PENALTY - INCORRECT ANSWER: 100 %
REWARD MESSAGE: yes


     When will hints appear ?
  →
     After incorrect answer
     Upon request


  Select an option and press RETURN
```
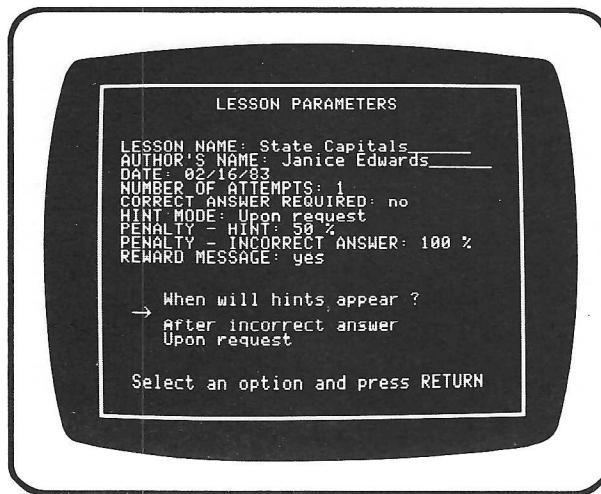
You can choose whether hints will appear upon request or after wrong answers. If you select **Upon Request**, the student may ask for hints by typing a question mark (?) when the program is waiting for an answer. If you select **After Incorrect Answer**, the program will print a hint after incorrect responses by the student. Since you've seen how the program works when hints appear upon request, choose **After Incorrect Answer** and press **RETURN**. The following screen appears:

```
              LESSON PARAMETERS

LESSON NAME: State Capitals_____
AUTHOR'S NAME: Janice Edwards_____
DATE: 02/16/83
NUMBER OF ATTEMPTS: 1
CORRECT ANSWER REQUIRED: no
HINT MODE: after incorrect answer
PENALTY - HINT: 50 %
PENALTY - INCORRECT ANSWER: 100 %
REWARD MESSAGE: yes


     Penalty percentage for hint: 050%



  Type a number and press RETURN
```
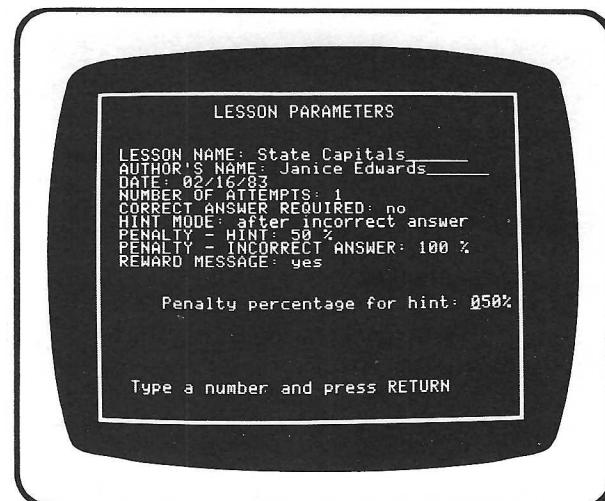
Decide how much you want to penalize the student for hints. This percentage is charged against the question, not the total score, and is based on the current value of the question. Type the percentage (not greater than 100). When you type the percentage, if the number is less than 100, be sure to enter the number in the correct position, e.g., 050 (not 500) for fifty percent.

Next, the program asks for the penalty for incorrect answers:

```
              LESSON PARAMETERS

LESSON NAME: State Capitals_____
AUTHOR'S NAME: Janice Edwards_____
DATE: 02/16/83
NUMBER OF ATTEMPTS: 1
CORRECT ANSWER REQUIRED: no
HINT MODE: after incorrect answer
PENALTY - HINT: 50 %
PENALTY - INCORRECT ANSWER: 100 %
REWARD MESSAGE: yes

       Penalty percentage for
       incorrect answer: 100%


  Type a number and press RETURN
```
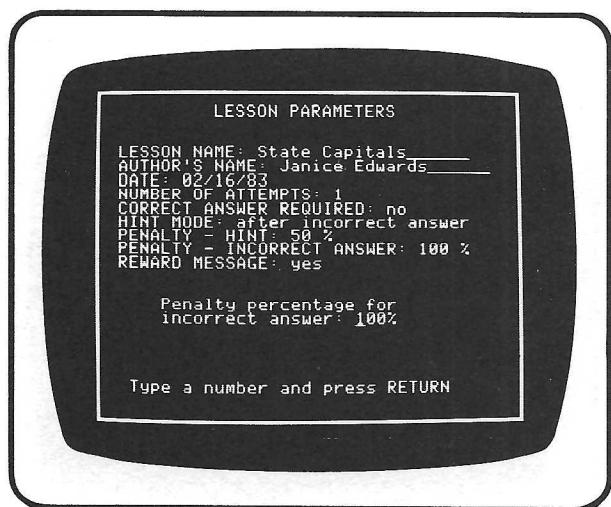
Decide how much you want to penalize the student for each incorrect answer. Keep in mind the relationship of the number of attempts you have allowed for each question. This percentage will be the amount taken from the current value of each question. (Example: 3 attempts allowed with 50% penalty for wrong answers means that the question answered correctly on the second attempt is worth 50%, and the question answered correctly on the third attempt would be worth 25%. This does not take into consideration any penalty for hints.) Type the percentage (not greater than 100).

Next, the program allows you to decide whether to use reward messages:

```
              LESSON PARAMETERS

LESSON NAME: State Capitals_____
AUTHOR'S NAME: Janice Edwards_____
DATE: 02/16/83
NUMBER OF ATTEMPTS: 1
CORRECT ANSWER REQUIRED: no
HINT MODE: after incorrect answer
PENALTY - HINT: 50 %
PENALTY - INCORRECT ANSWER: 100 %
REWARD MESSAGE: yes

     Reward message for right answer?
  →  Yes
     No

  Select an option and press RETURN
```
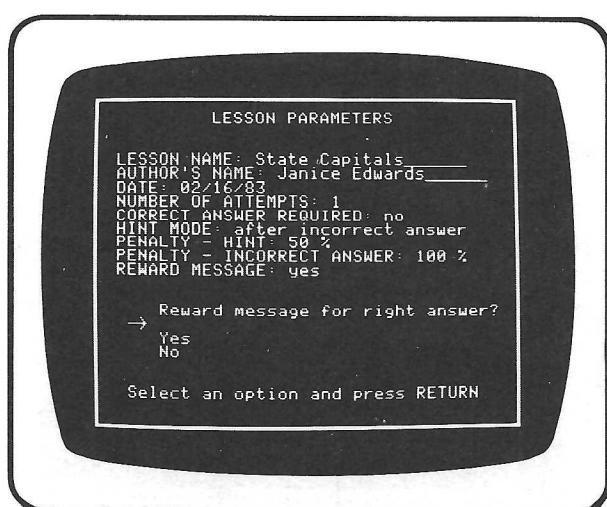
The reward messages are randomly generated by the program and appear after any correct answer. Select **Yes** or **No** and press **RETURN**. The following screen appears:

```
              LESSON PARAMETERS

LESSON NAME: State Capitals_____
AUTHOR'S NAME: Janice Edwards_____
DATE: 02/16/83
NUMBER OF ATTEMPTS: 1
CORRECT ANSWER REQUIRED: no
HINT MODE: after incorrect answer
PENALTY - HINT: 50 %
PENALTY - INCORRECT ANSWER: 100 %
REWARD MESSAGE: no

     Are these parameters correct?
  →  Yes
     No

  Select an option and press RETURN
```
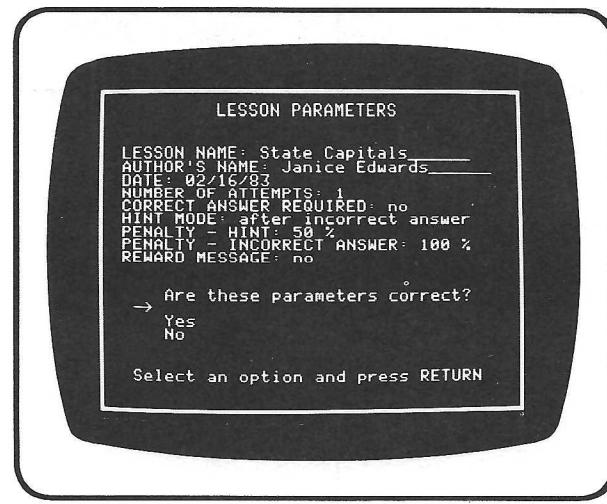
Now the program asks **Are these parameters correct?**. Select **Yes** and press **RETURN**. The parameters are saved to the disk and the program returns to the **Lesson Editor Menu**. Now you can enter the lesson content.

Enter Lesson Content

Select the option **Enter Lesson Content** and press **RETURN**. The first **Question** Frame appears:

```
        LESSON CONTENT
QUESTION NUMBER: 001

TYPE: Question
_____
_____
_____
_____
_____
```
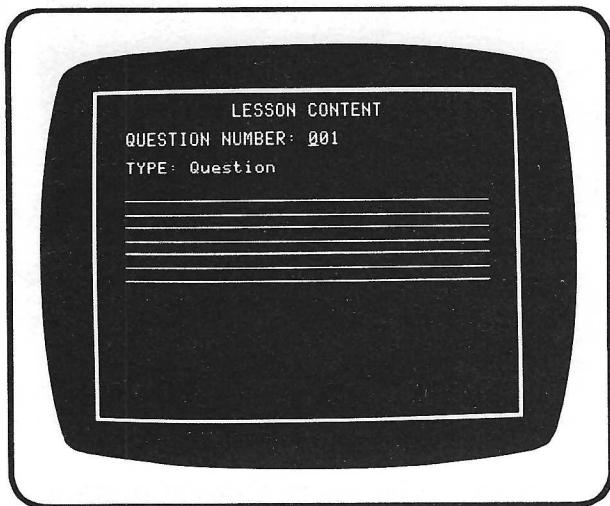
To enter this frame, press **RETURN**. This signals the program that screen number 001 is indeed the one you want. The **Question Menu** appears:

```
        LESSON CONTENT
QUESTION NUMBER: 001

TYPE: Question
_____
_____
_____
_____

→   Edit Question
    Edit Another Question
    Delete this Question
    Edit Answer(s)
    Return to Menu
Select an option and press RETURN.
```
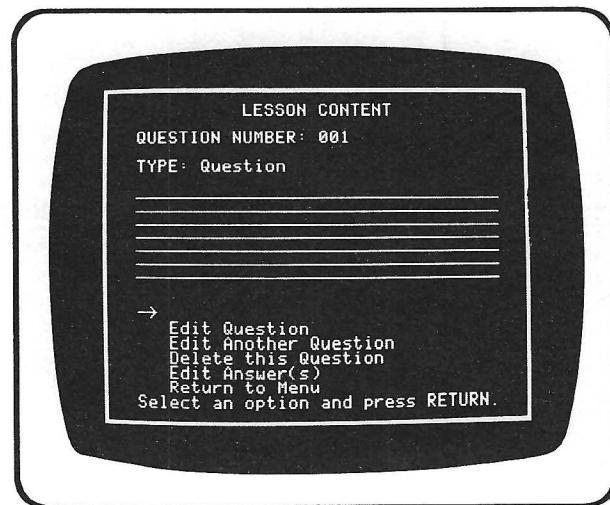
There are five choices at this level:
1. You may edit the **Question** Frame that is on the screen.
2. You may edit a different question if number 001 is not the one you wanted.
3. You may delete the question that is currently on the screen.
4. You may edit the answers for this question.
5. You may return to the **Lesson Editor Menu**.

Select **Edit Question** and press **RETURN**. The cursor appears on the first line so you may start typing. It is a good idea to give students instructions on the first screen. Type **This test is on state capitals. There are no hints for you to request.**

*Note: Remember to use the **ESC** key to capitalize letters. Do NOT use the **RETURN** key to move to the next line; use the right **ARROW** key to move to the next line. If you make any typing errors, use the left **ARROW** key to move back to the error, then type over the error.*

Press **RETURN** after you type the first screen. The **Question Menu** reappears. Choose **Edit Another Question**. (By going on to another question without entering answers, you have turned this screen into an information screen. The student will press **RETURN** after reading the screen.)

When **Question** Frame 002 appears, press **RETURN**. Then choose **Edit Question**. When the cursor appears, type the question **What is the capital of Pennsylvania?**.

When you have finished typing this question, press **RETURN**. The **Question Menu** reappears. This time, select **Edit Answer(s)** and press **RETURN**. The following screen appears:

```
                LESSON CONTENT
     QUESTION NUMBER: 002
     TYPE: Answer 001
     _____
     _____
     _____
     _____
```
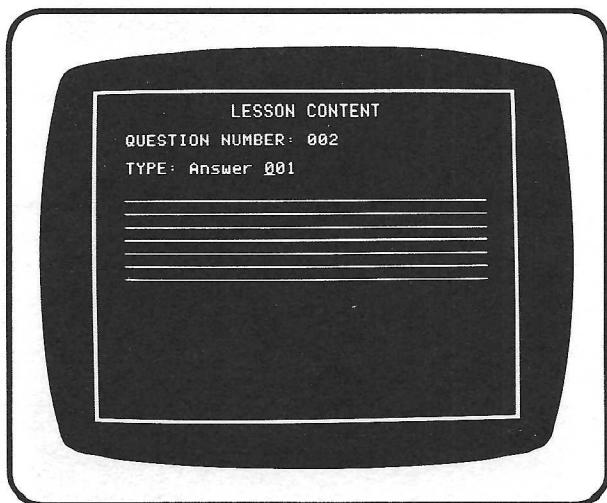
To add the answers for this question, press **RETURN** to signal that Answer 001 is the correct frame. The **Answer Menu** (similar to the **Question Menu**) appears:

```
                LESSON CONTENT
     QUESTION NUMBER: 002
     TYPE: Answer 001
     _____
     _____
     _____
     _____

   →  Edit Answer
      Edit Another Answer
      Delete this Answer
      Edit Hint(s)
      Return to Question Menu
     Select an option and press RETURN.
```
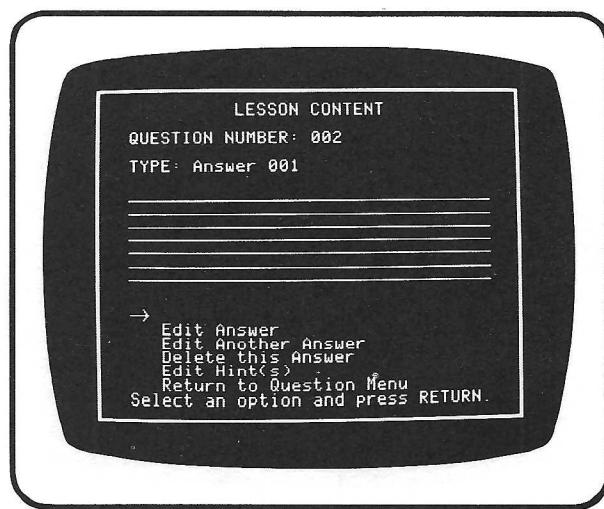
This menu gives you the following choices:
1. You may edit this answer.
2. You may edit a different answer.
3. You may delete the answer currently on the screen.
4. You may edit the hints for this question.
5. You may return to the **Question Menu**.

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Select the option **Edit Answer** and press **RETURN**. The cursor appears on the first line. Type **Harrisburg** and press **RETURN**. The program then asks if this is the correct answer:

```
            LESSON CONTENT
  QUESTION NUMBER: 002
  TYPE: Answer 001
  Harrisburg_____
  _____
  _____
  _____
  _____

  Is this the correct answer?
  →   Yes
      No

  Select an option and press RETURN.
```
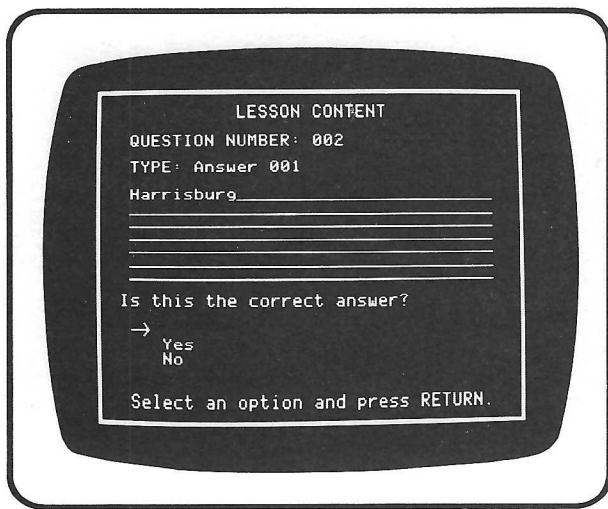
Select **Yes** and press **RETURN**. The **Answer Menu** then reappears. If you want this to be a multiple-choice question (and this is), select **Edit Another Answer** and press **RETURN**. The screen for Answer 002 appears.

Again, press **RETURN** to signal the program that this is indeed the answer to be added. The **Answer Menu** reappears. Select **Edit Answer** and press **RETURN**. The cursor appears on the first line. Type **Pittsburgh** and press **RETURN**.

The program again asks if this is the correct answer. Select **No** and press **RETURN**. When the **Answer Menu** reappears, select **Edit Another Answer**. Press **RETURN** when the number **003** appears. Select **Edit Answer**. Now, type the third answer, **Philadelphia**, and press **RETURN**. When the program asks if this is the correct answer, select **No** and press **RETURN**.

When the **Answer Menu** reappears, select **Edit Hint(s)** and press **RETURN**. The first **Hint** Frame appears:

```
            LESSON CONTENT
  QUESTION NUMBER: 002
  TYPE: Hint  001
  _____
  _____
  _____
  _____
  _____
  _____
  _____
```
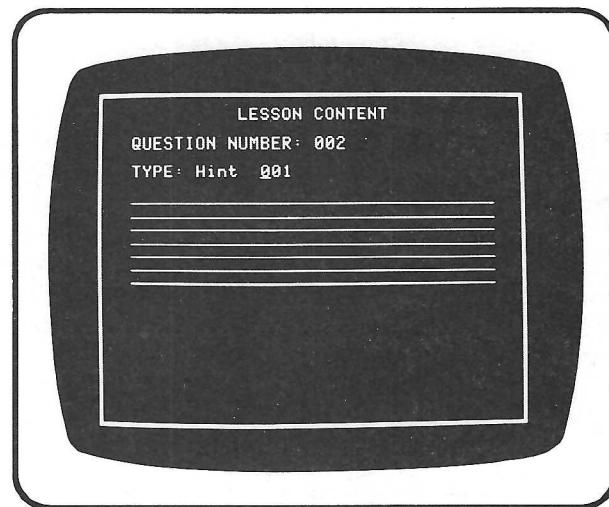
Press **RETURN** and the **Hint Menu** appears:

```
            LESSON CONTENT
  QUESTION NUMBER: 002
  TYPE: Hint  001
  _____
  _____
  _____
  _____
  _____

  →   Edit Hint
      Edit Another Hint
      Delete this Hint
      Edit Correction Message(s)
      Return to Question Menu
  Select an option and press RETURN.
```
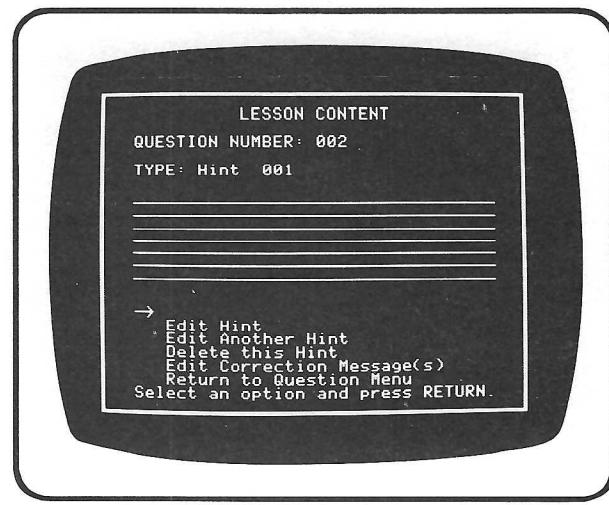
The **Hint Menu** is very similar to the **Question Menu** and the **Answer Menu**. You may:

1. Edit this hint.
2. Edit another hint.
3. Delete this hint.
4. Edit the **Correction Message**.
5. Return to the **Question Menu**.

Select **Edit Hint**. The cursor appears on the first line. Type the following hint: **The capital is not the largest city in Pennsylvania.** (This hint will appear only when the student makes an incorrect choice on the first attempt.) After you have typed the hint, press **RETURN**. The **Hint Menu** reappears. Select **Edit the Correction Message**. The **Correction Message** Frame appears:

```
        LESSON CONTENT
QUESTION NUMBER: 002
TYPE: Correction Message
_____
_____
_____
_____

→  Edit Correction Message
   Delete this Correction Message
   Return to Question Menu

   Select an option and press RETURN.
```
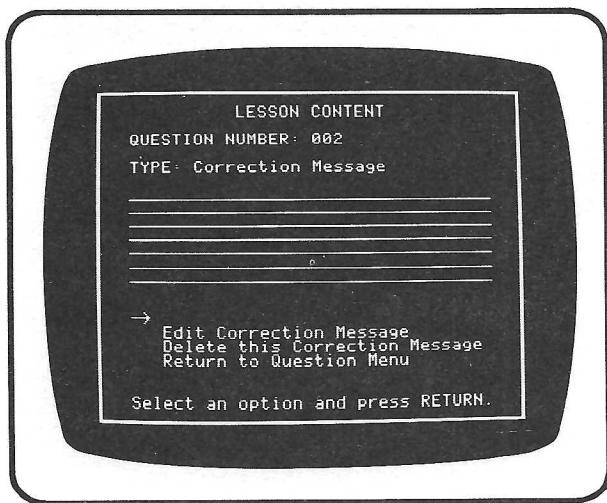
Select the option **Edit Correction Message** and press **RETURN**. The cursor appears on the first line. Type the message **Harrisburg is the capital of Pennsylvania**, then press **RETURN**. The **Correction**

Message Menu reappears. Select **Return to Menu** and press **RETURN**. Frame 002, with Question 1, reappears with the **Question Menu**:

```
        LESSON CONTENT
QUESTION NUMBER: 002
TYPE: Question
What is the capital of
Pennsylvania?_____
_____
_____
_____

→  Edit Question
   Edit Another Question
   Delete this Question
   Edit Answer(s)
   Return to Menu
Select an option and press RETURN.
```
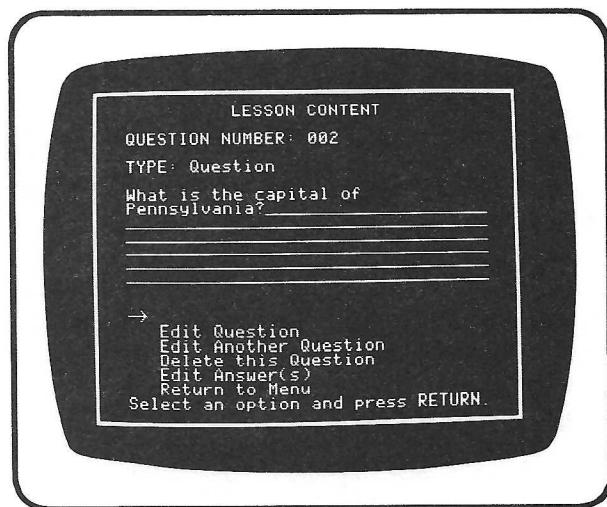
Select **Edit Another Question** and **Question** Frame 003 appears. Repeat the process outlined above to enter this short-answer question:

Question 2. What is the capital of Oklahoma?
Answer 1. Oklahoma City (correct)
Correction Message: The capital of Oklahoma is Oklahoma City.

Read the following four paragraphs if you need help to enter this correctly.

Press **RETURN** when **Question** Frame 003 appears. Select **Edit Question**. Type **What is the capital of Oklahoma**. Press **RETURN**. Select **Edit Answer(s)**.

Press **RETURN** when **Answer** Frame 001 appears. Select **Edit Answer**. Type **Oklahoma City**. Press **RETURN**.

Note: *You entered only one answer for this question because this will appear as a short-answer question on the test. The difference between entering multiple-choice questions and short-answer questions is that if you enter only one answer, it is automatically assumed that it is a short-answer question. Any screen becomes an information (tutorial) screen by simply not adding any answers for the frame.*

Select **Edit Hint(s)**. Press **RETURN** when **Hint Frame 001** appears.

Note: *It is not necessary to enter hints and correction messages for every question. If you have not entered a hint and the student requests a hint, (s)he will be told* **No more hints.**

Select **Edit Correction Message**. When the **Correction Message Menu** appears, select **Edit Correction Message**. Type **The capital of Oklahoma is Oklahoma City**. Press **RETURN**. Select **Return to Menu**.

When you have completed entering the lesson content, choose **Return To Menu**. When you have reached the **Lesson Editor Menu**, you may use the lesson disk by placing the disk in Drive 1 and turning on the computer, or you may go through the **Review a Lesson** option from the **Main Menu**.

To continue with the demonstration, you will now edit the lesson you just created.

Edit a Lesson

To give you an opportunity to make changes to an existing lesson, you will change an incorrect answer (distractor) on the first question and add a hint for the second question.

Select **Enter Lesson Content** from the **Lesson Editor Menu**. The following screen appears:
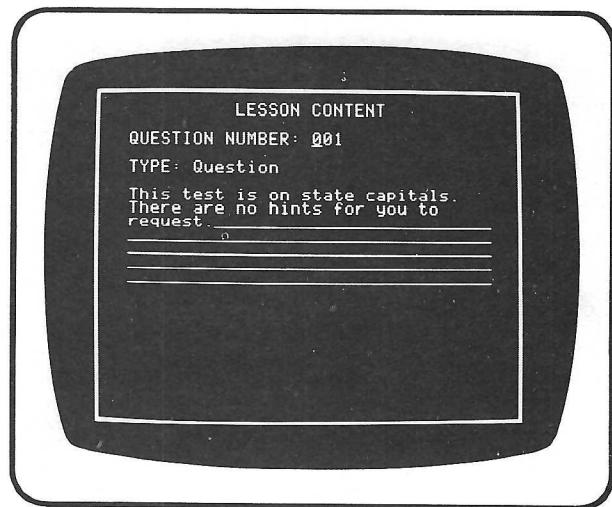
Because you are not going to work on Frame 001, type 002 and press **RETURN**. The screen clears and Frame 002 appears:

```
        LESSON CONTENT
QUESTION NUMBER: 002
 TYPE: Question
 What is the capital of
 Pennsylvania?_____
 _____
 _____
 _____
```
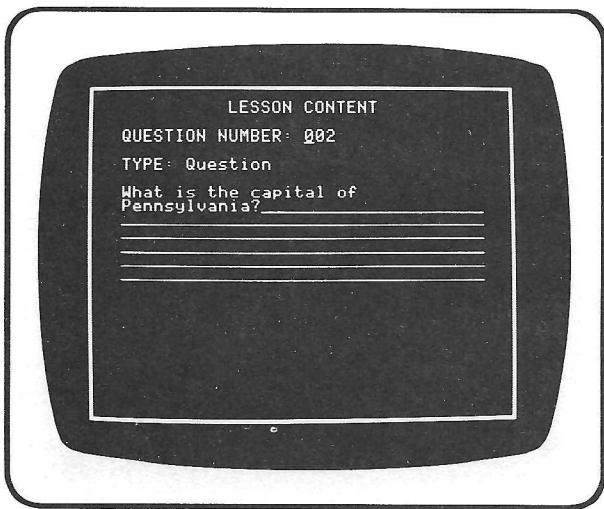
Press **RETURN** (to signal the program that this is the correct question) and the following **Question Menu** appears at the bottom of the screen:

```
        LESSON CONTENT
QUESTION NUMBER: 002
 TYPE: Question
 What is the capital of
 Pennsylvania?_____
 _____
 _____

→   Edit Question
    Edit Another Question
    Delete this Question
    Edit Answer(s)
    Return to Menu
Select an option and press RETURN.
```
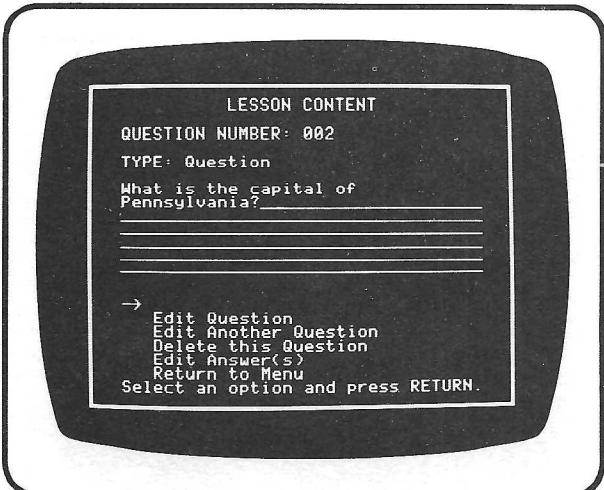
To change one of the answers for this question, select **Edit Answer(s)**. The following frame appears:

```
        LESSON CONTENT
QUESTION NUMBER: 002
 TYPE: Answer 001
 Harrisburg_____
 _____
 _____
 _____
 This IS the correct answer.
```
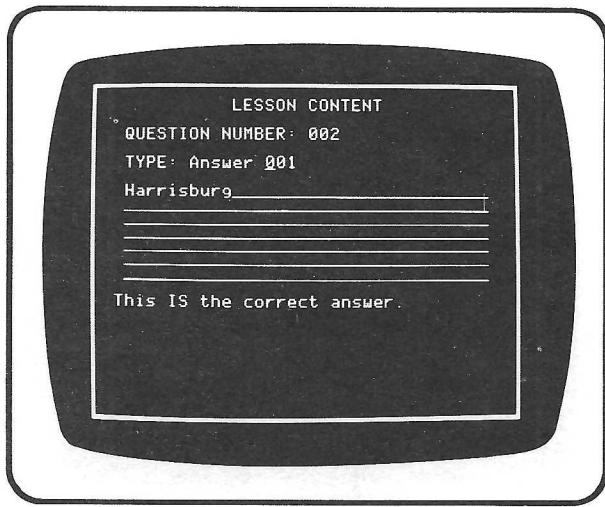
To change distractor 002, type 002 and press **RETURN**. The following screen appears:

```
        LESSON CONTENT
QUESTION NUMBER: 002
 TYPE: Answer 002
 Pittsburgh_____
 _____
 _____
 _____
 This is NOT the correct answer.
```
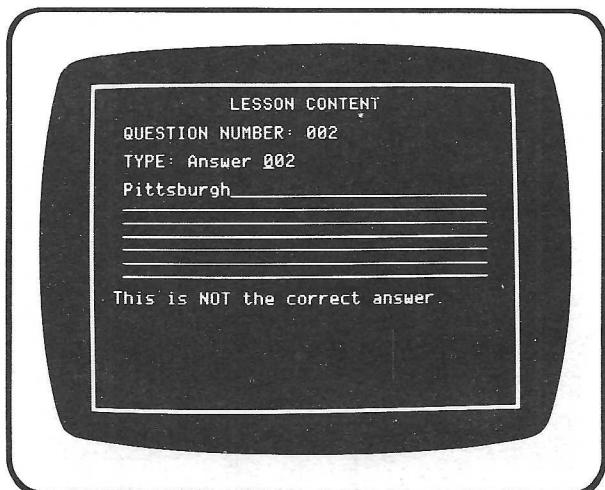
Press **RETURN** (to signal the program that this is the correct frame) and the following **Answer Menu** appears:

```
              LESSON CONTENT
QUESTION NUMBER: 002
TYPE: Answer 002
Pittsburgh_____
_____
_____
_____
_____

This is NOT the correct answer.
  →   Edit Answer
      Edit Another Answer
      Delete this Answer
      Edit Hint(s)
      Return to Question Menu
Select an option and press RETURN.
```
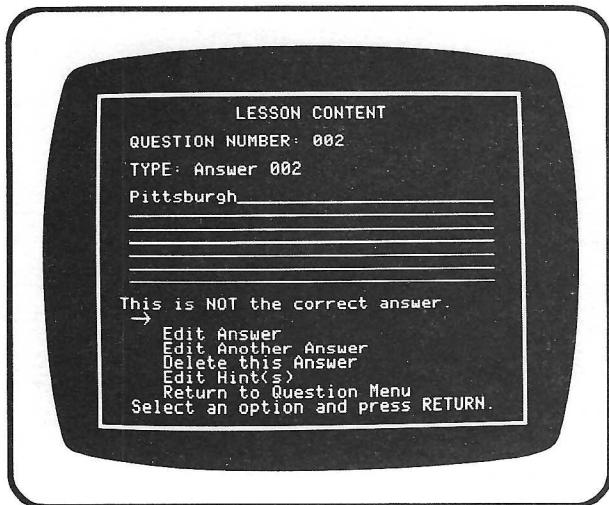
Select **Edit Answer**. The cursor appears in the body of the answer. Type **Chambersburg** by overstriking the current answer, **Pittsburgh**, and press **RETURN**. The following screen appears:

```
              LESSON CONTENT
QUESTION NUMBER: 002
TYPE: Answer 002
Chambersburg_____
_____
_____
_____
_____

Is this the correct answer?
  →   Yes
      No

Select an option and press RETURN.
```
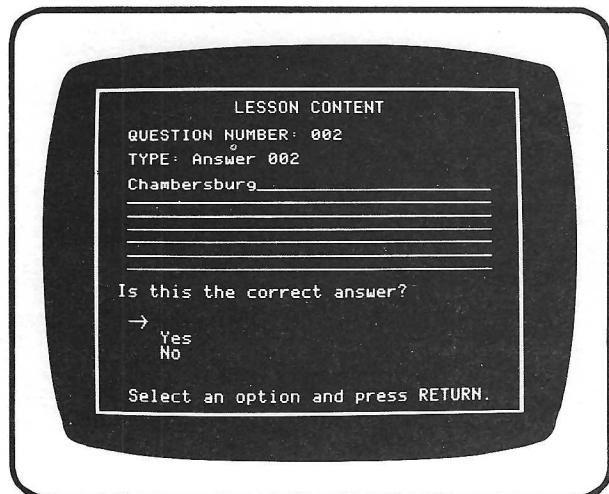
The program asks if this is the correct answer. Select **No**. The **Answer Menu** reappears. Select **Return to Question Menu**. The following frame appears:

```
              LESSON CONTENT
QUESTION NUMBER: 002
TYPE: Question
What is the capital of
Pennsylvania?_____
_____
_____
_____

  →   Edit Question
      Edit Another Question
      Delete this Question
      Edit Answer(s)
      Return to Menu
Select an option and press RETURN.
```
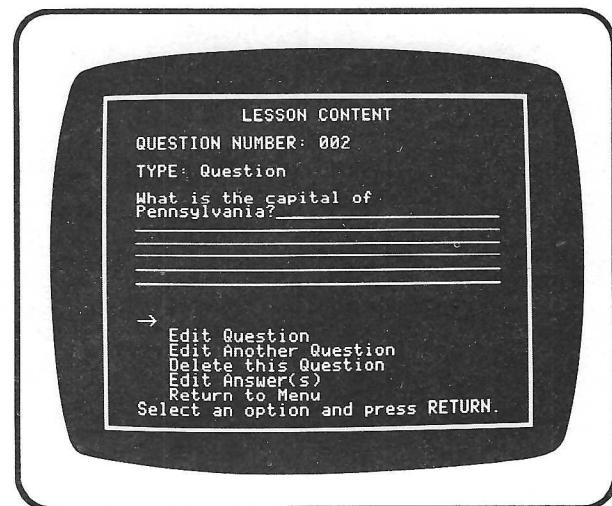
To add the hint for the second question (on Frame 003), select **Edit Another Question**. The following frame appears:

```
              LESSON CONTENT
QUESTION NUMBER: 003
TYPE: Question
What is the capital of Oklahoma?__
_____
_____
_____
```
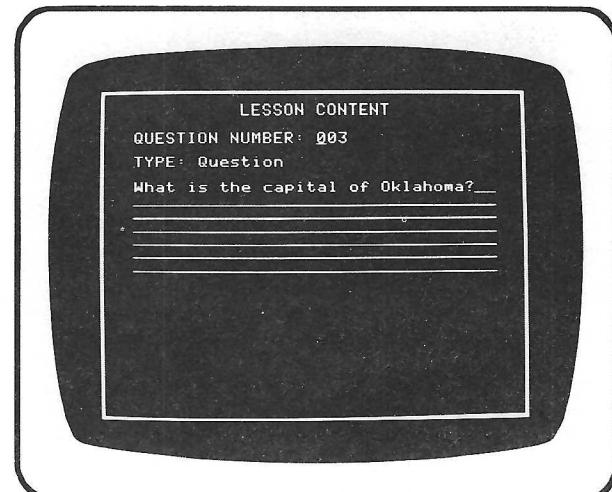
Press **RETURN** and the **Question Menu** appears again. Select **Edit Answer(s)**. The first **Answer** Frame appears:

```
            LESSON CONTENT
QUESTION NUMBER: 003
TYPE: Answer 001
Oklahoma City_____
_____
_____
_____

This IS the correct answer.
```
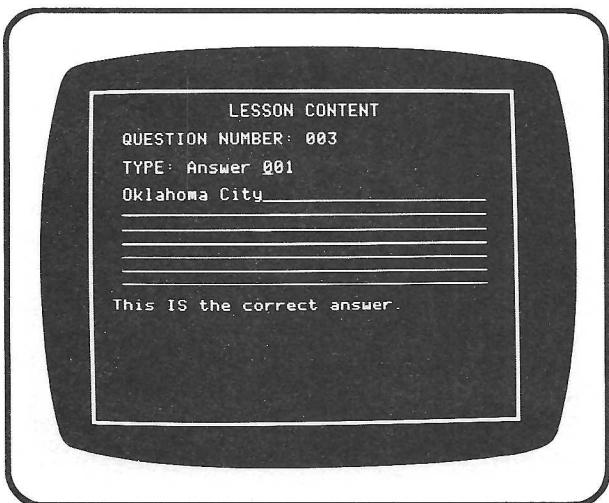
Press **RETURN** and the **Answer Menu** appears. Select **Edit Hint(s)**. The following frame appears:

```
            LESSON CONTENT
QUESTION NUMBER: 003
TYPE: Hint   001
_____
_____
_____
_____
```
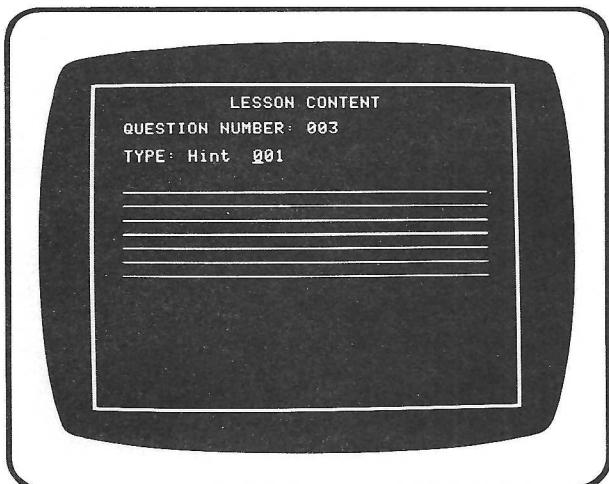
Press **RETURN** to indicate that this is the hint to enter. When the **Hint Menu** appears, select **Edit Hint**. The cursor appears on the first line. Type the hint **The capital city is based on the name of the state.** After typing the hint, press **RETURN**. The **Hint Menu** appears:

```
            LESSON CONTENT
QUESTION NUMBER: 003
TYPE: Hint   001
The capital city is based on the
name of the state._____
_____
_____

→   Edit Hint
    Edit Another Hint
    Delete this Hint
    Edit Correction Message(s)
    Return to Question Menu
Select an option and press RETURN.
```
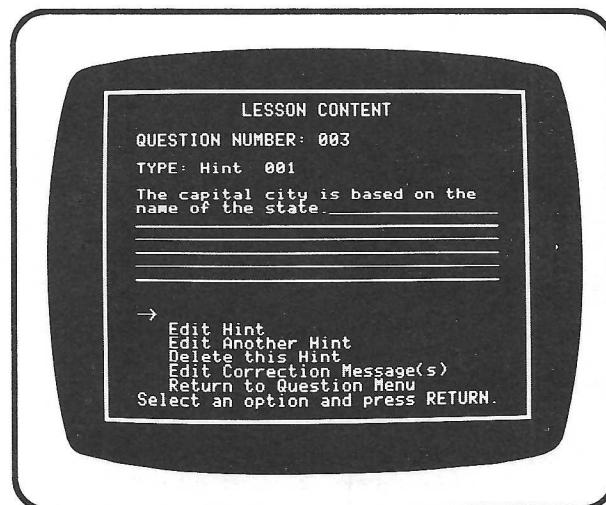
Select **Return to Question Menu**. The program returns to **Question** Frame 003:

```
            LESSON CONTENT
QUESTION NUMBER: 003
TYPE: Question
What is the capital of Oklahoma?___
_____
_____
_____

→   Edit Question
    Edit Another Question
    Delete this Question
    Edit Answer(s)
    Return to Menu
Select an option and press RETURN.
```
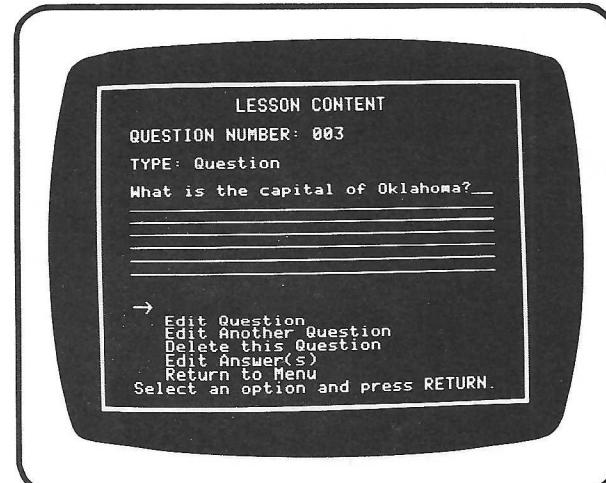
Select **Return to Menu**. The program returns to the **Lesson Editor Menu**.

Note: *If you need to delete any information, go to the screen that you want to delete and select the option* ***Delete***.

You have completed the editing process. If you still feel uncomfortable with editing, reread the section **Enter Lesson Content**, then practice editing on the Lesson Disk you created in that section.

Mini Manual

Create New Lesson Disk

1. From **Main Menu**, select **Lesson Editor**.
2. From **Lesson Editor Menu**, select **Create New Lesson Disk**.
3. Warning appears. Insert disk to be formatted in Drive 2. Select **Continue**. Do not interrupt process.
4. When process is, complete, program moves to **Set Lesson Parameters**. (Refer to Step 3 of **Set Lesson Parameters**).

Set Lesson Parameters

1. From **Main Menu**, select **Lesson Editor**.
2. From **Lesson Editor Menu**, select **Set Lesson Parameters**.
3. Type title of lesson.
4. Type author's name.
5. Type date.

6. Select number of attempts to be made by student.
   a. Standard number of attempts — Type the number (1—9).
   b. Half the number of answers.
7. Select **Yes** or **No** for requiring the student to retype the correct answer after being shown the answer.
8. Select when hints will appear.
   a. After incorrect answer
   b. Upon request
9. Set the percentage for the penalty for hints (0%—100%).
10. Set the percentage for the penalty for incorrect answers (0%—100%).
11. Select **Yes** or **No** for including a reward message for correct answers.
12. Select **Yes** when parameters are correctly set; if parameters are incorrect, select **No** and repeat Steps 3-12.

Enter Lesson Content

1. From **Main Menu**, select **Lesson Editor**.
2. From **Lesson Editor Menu**, select **Enter Lesson Content**.
3. Frame 001, Question 001 appears.
   a. Press **RETURN** to work on this question or
   b. Type the number of the question to work on and press **RETURN**.
4. **Question Menu** appears. Select one:
   a. **Edit Question** — To type content on this frame. After typing, this frame returns to Step 4.
   b. **Edit Another Question** — To go to a different question. Goes to Step 3 with Frame 002.

c. **Delete This Question** — To delete this question and all associated answers and hints.
  1. **Delete** — Deletes question and returns to Step 3 with Frame 002 or
  2. **Do not delete** — Returns to Step 4.
d. **Edit Answer(s)** — To work on answers for this question. Goes to Step 5.
e. **Return to Menu** — To return to **Lesson Editor Menu**.

5. Question 001, Answer 001 appears.
  a. Press **RETURN** to work on this answer or
  b. Type the number of the answer to work on and press **RETURN**.

6. **Answer Menu** appears. Select one:
  a. **Edit Answer** — To type content on this frame. After typing, program returns to Step 6.
  b. **Edit Another Answer** — To go to a different answer. Goes to Step 5 with Answer 002.
  c. **Delete This Answer** — To delete this answer.
    1. **Delete** — Deletes answer and returns to Step 5 with Answer 002 or
    2. **Do not delete** — Returns to Step 6.
  d. **Edit Hint(s)** — To work on hints for this question. Goes to Step 7.
  e. **Return to Menu** — To return to Step 4.

7. Question 001, Hint 001 appears.
  a. Press **RETURN** to work on this hint or
  b. Type the number of the hint to work on and press **RETURN**.

8. **Hint Menu** appears. Select one:
  a. **Edit Hint** — To type content on this frame. After typing, this frame returns to Step 8.
  b. **Edit Another Hint** — To go to a different hint. Goes to Step 7 with Hint 002.
  c. **Delete This Hint** — To delete this hint.
    1. **Delete** — Deletes hint and returns to Step 7 with Hint 002 or
    2. **Do not delete** — Returns to Step 8.

d. **Edit Correction Message** — To work on the correction message for this question. Goes to Step 9.
e. **Return to Menu** — To return to Step 4.

9. **Correction Message Frame** for this question appears. Select one:
  a. **Edit Correction Message** — Type correction message. Return to Step 9.
  b. **Delete Correction Message**.
    1. **Delete** — Deletes correction message and returns to Step 3 or
    2. **Do not delete** — Returns to Step 9.
  c. **Return to Menu** — Returns to Step 4.

Backup Student Disk

1. From the **Main Menu**, select **Backup Student Disk**.
2. Insert the disk to be copied in Drive 1.
3. Insert a blank disk in Drive 2.
4. Press **RETURN** to begin copying. Do not interrupt this process.
5. Additional copies:
  a. Answer Y. Returns to Step 4.
  b. Answer N. Boots any disk in Drive 1.

Print Lesson Parameters

1. From the **Main Menu**, select **Print Reports**.
2. Insert the Lesson Disk in Drive 2 and choose **Continue**.
3. Turn on the printer (if you want a hard copy). Press **RETURN**.
4. From the **Print Reports Menu**, select **Print Lesson Parameters**.
5. Select either **Print to Screen** or **Print to Printer**.

Print Lesson

1. From the **Main Menu**, select **Print Reports**.
2. Insert the Lesson Disk in Drive 2 and choose **Continue**.
3. Turn on the printer (if you want a hard copy). Press **RETURN**.
4. From the **Print Reports Menu**, select **Print Lesson**.
5. Select either **Print to Screen** or **Print to Printer**. If you select **Print to Screen**, press **CTRL** and **S** simultaneously to stop the scrolling effect. Press any key to resume the scrolling.

Print Student Performance Report

1. From the **Main Menu**, select **Print Reports.**
2. Insert the Lesson Disk in Drive 2 and choose **Continue**.
3. Turn on the printer (if you want a hard copy). Press **RETURN**.
4. From the **Print Reports Menu**, select **Print Student Performance Report**
5. Select either **Print to Screen** or **Print to Printer**. If you select **Print to Screen**, press **CTRL** and **S** simultaneously to stop the scrolling effect. Press any key to resume the scrolling.

Erase Student Scores

1. From the **Main Menu**, select **Print Reports**.
2. From the **Print Reports Menu**, select **Erase Student Scores**.
3. Answer **Yes** to the question **Are you sure?**

Review a Lesson

1. a. You may review a lesson by inserting the Lesson Disk in Drive 1 and turning on the computer or
   b. If you have been using the Program Disk, you may choose **Review A Lesson** from the **Main Menu.** You are then instructed to insert the Lesson Disk in Drive 1 and to choose the option **Continue**.
2. When the **Name** Frame appears, type your name (limit 25 characters). Use the **ESC** key to capitalize letters.
3. When the program requests your password, you may press **RETURN** or type a password (limit 6 characters). The password will appear on the screen as percent signs (%).
4. Read the three **Instruction** Frames, pressing **RETURN** after each frame.
5. Follow the instructions on the screen. For short-answer responses, type the answer. Use the **ESC** key for capitalizing letters. For multiple-choice answers, move the correct answer to the top of the list by using the **ARROW** keys, then press **RETURN**.
6. When the lesson is complete, the next student may press **RETURN** (which returns the program to Step 2) or the first student may remove the disk.

🏫 RANDOM HOUSE MICROCOMPUTER COURSEWARE

Appendix

Lesson Parameters

```
           LESSON OPTIONS REPORT

LESSON NAME: U.S. Presidents

AUTHOR'S NAME: Janice Edwards

DATE: 02/14/83

NUMBER OF ATTEMPTS: 2

ENTRY OF CORRECT ANSWER REQUIRED: YES

WHEN HINTS WILL APPEAR: UPON REQUEST


PENALTY FACTOR - HINT: 25 %

PENALTY FACTOR - WRONG ANSWER: 50 %

REWARD MESSAGE: YES
```

Tutorial Quiz Master™

Printed Lesson

```
 LESSON OPTIONS REPORT

LESSON NAME: U.S. Presidents

AUTHOR'S NAME: Janice Edwards

DATE: 02/14/83

NUMBER OF ATTEMPTS: 2

ENTRY OF CORRECT ANSWER REQUIRED: YES

WHEN HINTS WILL APPEAR: UPON REQUEST


PENALTY FACTOR - HINT: 25 %

PENALTY FACTOR - WRONG ANSWER: 50 %

REWARD MESSAGE: YES


LESSON NAME    : U.S. Presidents

AUTHOR'S NAME : Janice Edwards

DATE CREATED   : 02/14/83


SCREEN: 001

QUESTION:

This test has hints for you to

request.  This is a pretest on

U.S. Presidents.
```

RANDOM HOUSE MICROCOMPUTER COURSEWARE

SCREEN: 002

QUESTION:

Who was the first President of the

United States?

ANSWER # 001   Correct

George Washington

HINT # 001

We celebrate his birthday with a

holiday on the third Monday of

February.

CORRECTION MESSAGE

George Washington was our first

President.   Did you have trouble

spelling his name?

SCREEN: 003

QUESTION:

Which of the following Presidents

was assassinated?

ANSWER # 001   Incorrect

Jefferson

ANSWER # 002   Correct

Garfield

ANSWER # 003   Incorrect

Harrison

ANSWER # 004   Incorrect

Cleveland

HINT # 001

When a President has been

murdered, we say that he was

assassinated.

CORRECTION MESSAGE

Several Presidents have been

assassinated. Lincoln, Garfield,

McKinley, and Kennedy were shot

while serving as President.

RANDOM HOUSE MICROCOMPUTER COURSEWARE

SCREEN: 004

QUESTION:

Read the four paragraphs below.

One is false. Choose the para-

graph that is NOT true.

ANSWER # 001   Incorrect

William Harding's term in office

was a tragic one. The Teapot Dome

oil scandal involved two of his

Cabinet members. His death is

still a mystery. Some people

think he was murdered by his wife

and his personal physician.

ANSWER # 002   Incorrect

Gerald Ford served as President

without ever being elected to that

office. He was appointed as Vice

President when Spiro Agnew resign-

ed from office. When Nixon

resigned from office, Ford became

President.

ANSWER # 003   Correct

Richard Nixon was impeached by Congress for his involvement in the Watergate scandal. He was sentenced to two years in prison, but was pardoned by Gerald Ford.

ANSWER # 004   Incorrect

Grover Cleveland was the first President to be married in the White House. He also had the unique distinction of being elected to two non-consecutive terms as President.

CORRECTION MESSAGE

Although impeachment proceedings were begun against two Presidents (Richard Nixon and Andrew Johnson), no President has ever been impeached. Nixon resigned from office and Ford granted a pardon to prevent a trial.

Student Performance Report

LESSON NAME: U.S. Presidents

STUDENT NAME: Susan Anderson

    PASSWORD: sa

==

QUES. NO.	CORRECT ANSWERS	NUMBER OF WRONG TRIES	HINTS REQUESTED
1	YES	1	0
2	YES	0	1
3	NO	2	0

ANSWERS CREDITED: 2

        SCORE: 41.6%

LESSON NAME: U.S. Presidents

STUDENT NAME: Jeff Jackson

    PASSWORD:

==

QUES. NO.	CORRECT ANSWERS	NUMBER OF WRONG TRIES	HINTS REQUESTED
1	YES	0	0

*** STUDENT DID NOT COMPLETE TEST ***

        *** END OF REPORT ***

Tutorial Quiz Master.

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PARAMETER WORKSHEET

Name of lesson:

Author's name:

Date:

Number of attempts: —— 1/2 the number of answers

                      —— standard number

Entry of correct answer required: —— yes   —— no

When hints will appear: —— upon request

                        —— after incorrect answer

Penalty factor — Hints:

Penalty factor — Wrong Answers:

Reward message: —— yes   —— no

RANDOM HOUSE MICROCOMPUTER COURSEWARE
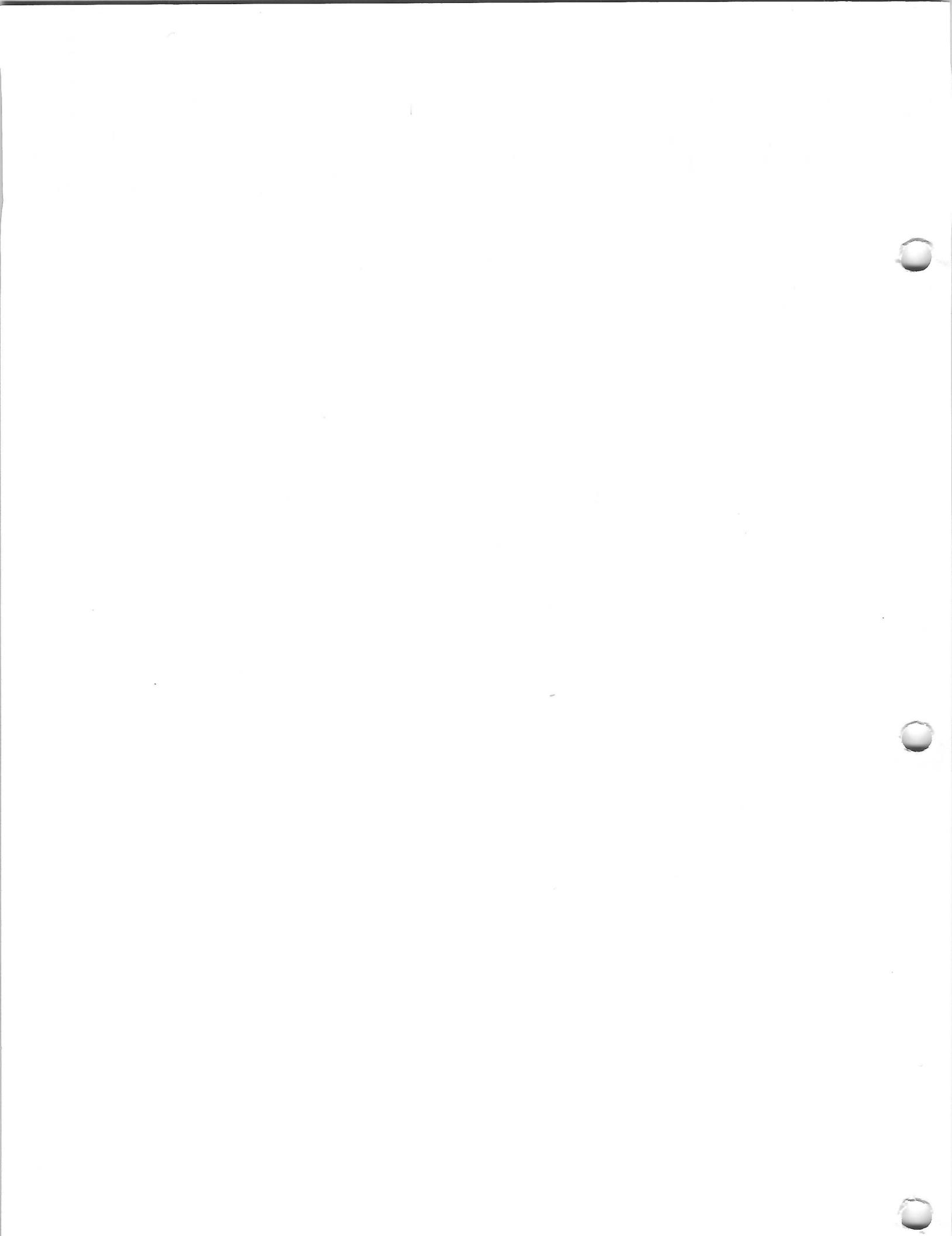
RANDOM HOUSE LOADING CHART

NOTE: LOADING CHART IS USED WITH A 3.3 DOS MACHINE ONLY. A 3.3 DOS DISK WILL NOT LOAD ON A 3.2 DOS MACHINE.

	APPLE® DOS 3.3	APPLE® DOS 3.2
1 INSERT MEDIUM	Turn on TV monitor switch. Insert program disk in lowest numbered drive. Close door.	Turn on TV monitor switch. Insert DOS 3.3 BASICS disk in lowest numbered drive. Close door.
2 ACTIVATE EQUIPMENT	Turn on power to the keyboard. Press **RETURN**.	Turn on power to the keyboard. "INSERT YOUR 13-SECTOR DISKETTE AND PRESS RETURN" will appear on the screen. Remove BASICS disk and insert program disk. Press **RETURN**.
3 SUCCESSFUL LOAD SIGNAL	NOTE: If the disk spins indefinitely without visible results, you have used the wrong loading method. Press **RESET** to stop the drive motor. The] prompt will appear on the screen. Load your program using the other method.	
4 BEGIN PROGRAM	The program loads and runs automatically. (See APPLE II® Owner's Manual for more detailed instructions.)	The program loads and runs automatically. (See APPLE® Owner's Manual for more detailed instructions.)

RANDOM HOUSE LOADING CHART

	TRS-80® CASSETTE MODEL I	TRS-80® CASSETTE MODEL III	TRS-80® DISK
1 INSERT MEDIUM	Connect and turn on all equipment. Place cassette in recorder with black side up. Rewind tape. Press PLAY. Set volume between 4 and max.	Connect and turn on all equipment. Place cassette in recorder with white side up. Rewind tape. Press PLAY. Set volume between 4 and max.	Connect and turn on computer. Wait for the drive ∅(bottom drive) light to go out. Place disk in drive ∅ Close drive door.
2 ACTIVATE EQUIPMENT	When MEM SIZE? appears, press ENTER. When RADIO SHACK LEVEL II BASIC READY > _____ appears, type CLOAD. Press ENTER.	When CASS? appears, press ENTER. When MEMORY SIZE? appears, press ENTER. When READY > ☐ appears, type CLOAD. Press ENTER.	Press the RESET button.
3 SUCCESSFUL LOAD SIGNAL	When program has loaded, READY > _____ will appear on the screen.	When program has loaded, READY > ☐ will appear on the screen.	
4 BEGIN PROGRAM	To run the program, type RUN and press ENTER. (See TRS-80® Model I Owner's Manual for detailed instructions.)	To run the program, type RUN and press ENTER. (See TRS-80® Model III Owner's Manual for detailed instructions.)	The program loads and runs automatically. (See TRS-80® Disk Owner's Manual for detailed instructions.)